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**ZELDA 2**



**MAGAZINE**

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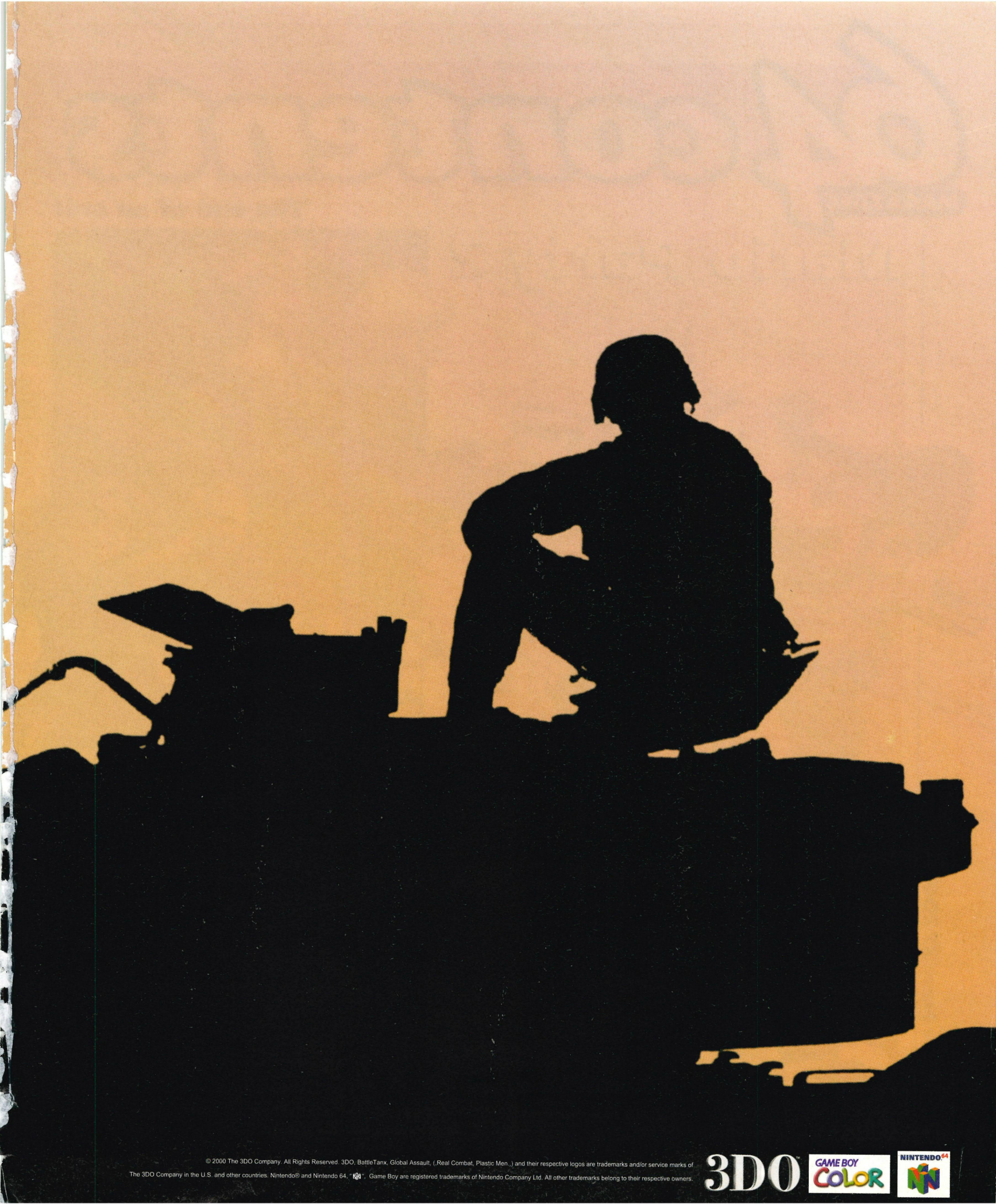
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*"Ahhh...the feel of cold hard steel pressed against my buttocks as dawn breaks on a new day"*

**ETA: 03 2000**

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**Nintendo Power**



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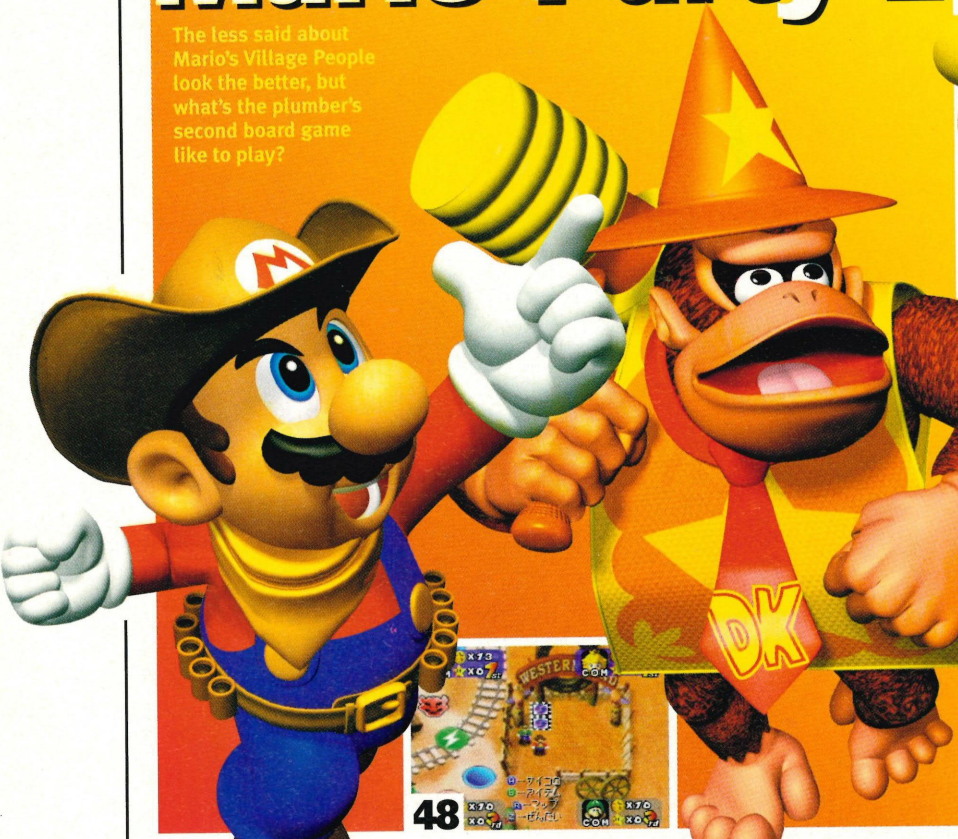
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The end of an era!

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## Mario Party 2

The less said about Mario's Village People look the better, but what's the plumber's second board game like to play?

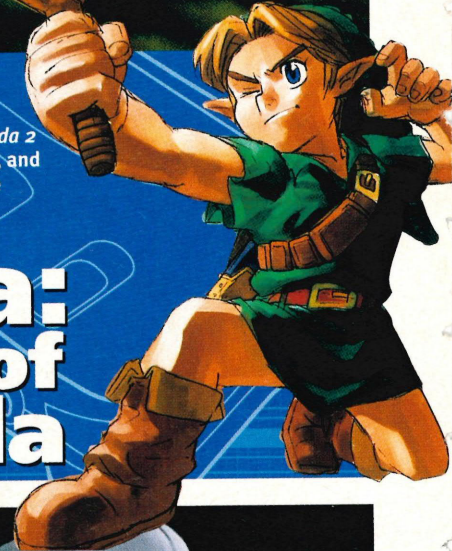


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The full title of Zelda 2 has been revealed, and we bring you some brand-new shots!

## Zelda: Mask of Majora

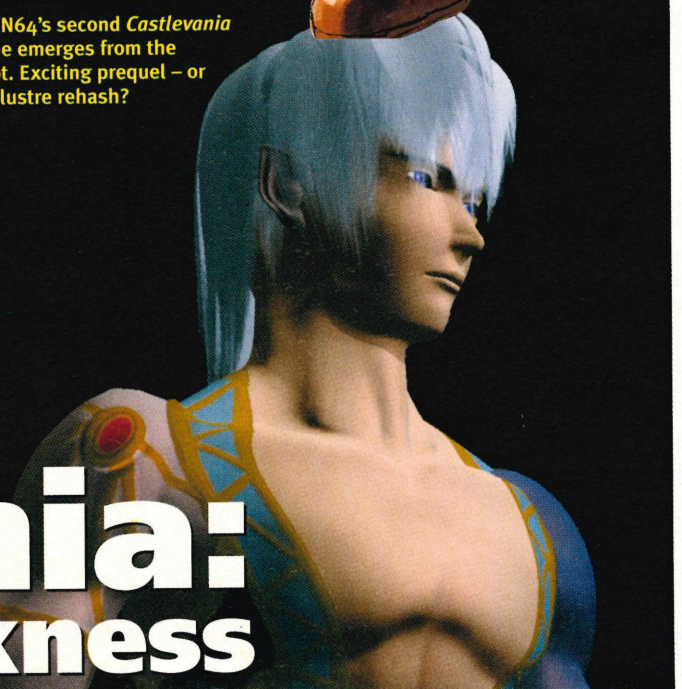


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The N64's second Castlevania game emerges from the crypt. Exciting prequel – or lacklustre rehash?

## Castlevania: Legacy of Darkness

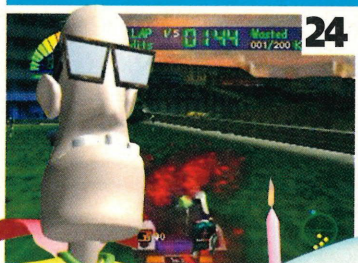


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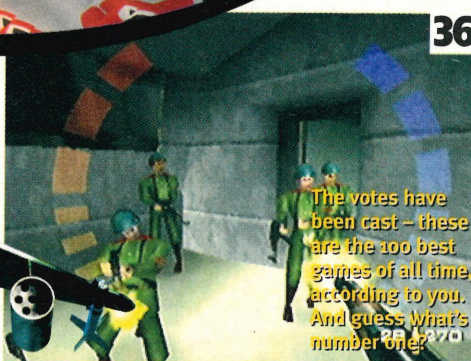
# Three's Company

Three years of the N64, three years of 64 MAGAZINE! What have been the highlights and low points?



Whatever happened to all those games that were announced ages ago, but so far haven't appeared?

## Development Hell



The votes have been cast - these are the 100 best games of all time, according to you. And guess what's number one?

## Millennium Games Awards

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# 64 sight

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## Hercules: Th

Get ready to Greece yourself up!

**F**irst they brought you *Xena: Warrior Princess*. Now, Titus is preparing to follow up the N64 adventures of the leather-clad ass-kicker with a game based on her Ancient Grecian male counterpart – Hercules!

Unlike *Xena*, which was an impressive four-player fighting game, *Hercules: The Legendary Journeys* is a *Zelda*-style adventure. Sprawling over 12 different mythical settings, the game follows Hercules and his companions in their quest to prevent Hercules' evil half-brother Ares from overthrowing the god Zeus and unleashing destruction upon the world.

*Hercules: The Legendary Journeys* has obviously been influenced by Shigeru Miyamoto's masterwork *Zelda* (but then,

how many recent adventure games haven't?) – the colour-coded, context-sensitive control buttons on the screen are a bit of a giveaway – but there are also brand-new features that nobody's attempted before. Players don't just control one character – as well as Hercules, it's also necessary to take control of his friends Iolaus and Serena to complete the quest. Each character has different abilities; Hercules obviously has his incredible strength (he can even pick up enemies and hurl them at other opponents), Iolaus can climb up to areas inaccessible to the others, and the half-human Serena is able to use her skill with a bow to shoot at enemies and objects from a great distance, with incredible accuracy.

You'd expect any game based on Greek mythology to be full of wild monsters for Hercules to confront, and



▼ Not the most appealing view in the world – and we're talking about the horse's arse, not the lava monster.



# The Legendary Journeys



▲ He might be wearing a V-neck pullover and have appalling depth perception, but this Cyclops is still a threat!



▼ "By the power of Greyskull!" Oh, sorry, wrong series. Hercules can call upon magic to help him out.

the game doesn't disappoint! In the shots here you'll see a massive club-wielding Cyclops, a Minotaur with an axe to grind (into your skull), Centaurs and some kind of huge lava beast, as well as more human opponents. It's a dead cert that these won't be the only adversaries Hercules encounters, as well.

The quest takes Hercules and his friends all over ancient Greece, from sunny coastal towns to snowy

mountains, as well as deep into the labyrinth of the Minotaur and even Mount Olympus, home of the gods themselves. Familiar faces from the TV series will appear along the way, like Aphrodite and Salmoneus – and there will be others, not all of them friendly.

*Hercules: The Legendary Journeys* has the potential to ease the withdrawal

pains of those who've finished *Zelda* and don't want to wait until Christmas for its sequel – we'll move heaven and earth to bring you more on the game soon! ■



## HERCULES: THE LEGENDARY JOURNEYS

**Publisher:**  
**UK Release:**

Titus  
Summer



▲ Wandering through Kakariko Village, Hercules discovers... no, stop that. Bad caption writer! Bad!



▲ If the Minotaur whacks Herc with his axe, it'll be some genuine bull-hit! Thank you, I'll be here all week





# The Legend Of Zelda: Mask Of Mujula

Link wears a mask? Sssssmokin'!



▼ The combat system is the same as the one pioneered in *Ocarina Of Time*, with some new weapons – and enemies!

**A**nother month, another game changes its name. This time it's the hotly-anticipated sequel to *The Legend Of Zelda: Ocarina Of Time*, which now goes by the moniker *Mask Of Mujula*.

We could say we'd been to Japan to see the game at Nintendo's headquarters, but we'd be full of crap (mentioning no names, of course), so we'll tell the truth and admit we got

these new screenshots from Nintendo's Internet press site just like everybody else. As is their wont, Nintendo is suppressing information leaks about the game like Stalin suppressed dissidents, so new info about *Mask Of Mujula* is limited to those few snippets that do sneak out and whatever we can glean from the pictures.

The basic plot has already been established. Young Link journeys to an alternative universe version of Hyrule, to rescue Epona from the mysterious (and weird-looking) Stahlkid, only to find out that the alt-Hyrule's moon is about to land on it like a trillion tons of bricks. Looks like it's up to the half-pint hero to save the world again!

The new title emphasises the importance of masks to the plot. By



▲ Link dons a Marilyn Manson mask and prepares to scare the occupants of alt-Hyrule to death. "Antichrist Superstar!"

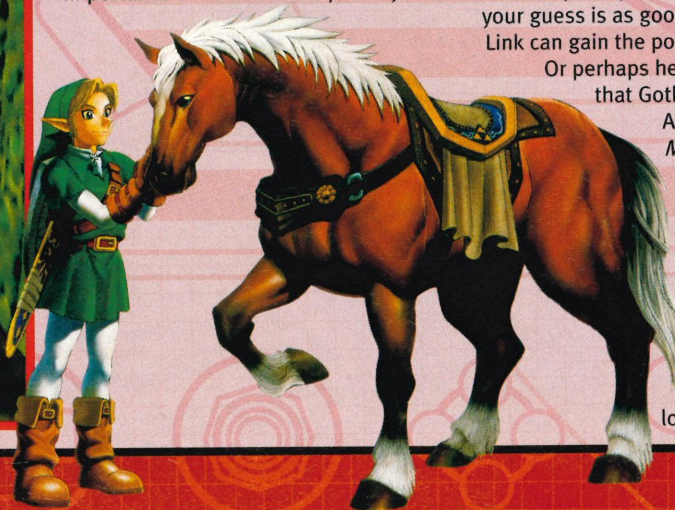
donning a mask, Link gains the special abilities of that race – a Zora mask lets him swim at great speed without worrying about running out of air, a Deku Scrub mask allows Link to glide through the air, and so on. As for the decidedly scary new mask shown above, your guess is as good as ours! Maybe Link can gain the powers of a vampire.

Or perhaps he's just trying to say that Goth will never die.

Although *Mask Of Mujula* is scheduled for a Spring launch in Japan, the UK won't get hold of the game until Christmas – chah! No doubt we'll be valiantly battling through the import version long before then... ■

THE LEGEND OF ZELDA:  
MASK OF MUJULA

Publisher: Nintendo  
UK Release: December



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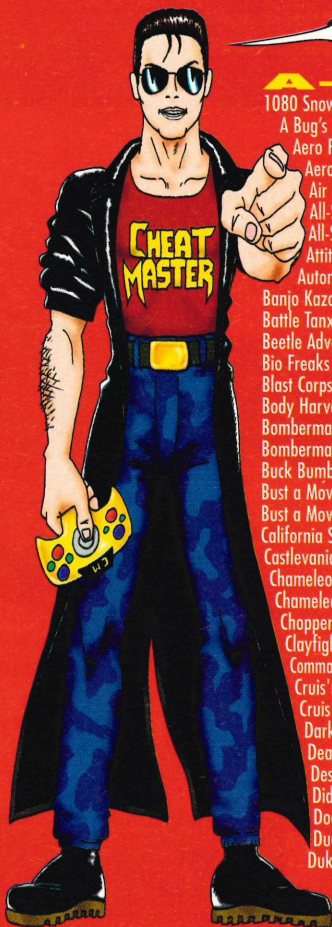
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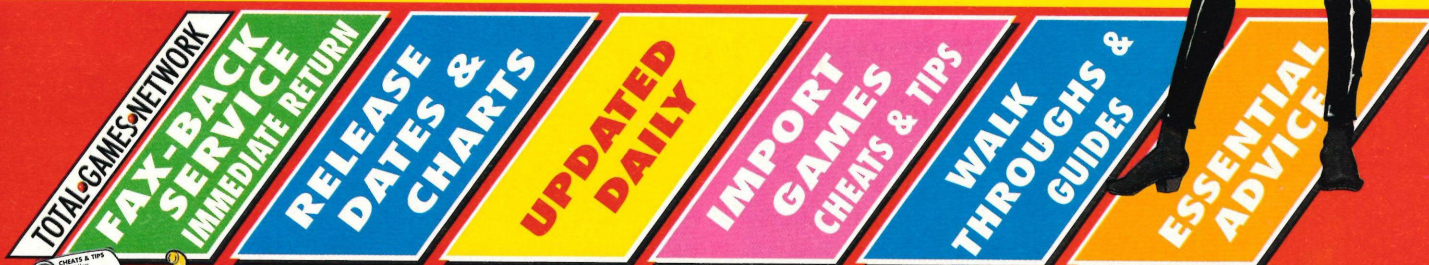
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# Hydro Thunder

**Wet and wild racing action!**

**T**he N64 is a tad dry when it comes to water racing games – there is nothing apart from the extremely old *Wave Race*, unless you include the watery bits in *Diddy Kong Racing* or *Micro Machines*. Now, Midway has decided to open the tap and end this tragic drought, by unleashing the tidal wave of a game that is *Hydro Thunder*. Regular arcade visitors will

recognise this game, and it looks like it's going to be just as much fun as the original machine.

If you don't know the arcade game and you're looking for a serious speedboat racing simulation, turn the page now. What you get in *Hydro Thunder* are white-knuckle races, full of turbo boost power-ups and bizarre courses. There are 12 courses to power your boat across, and every one of them is full of insane jumps, massive drops and toboggan runs! This may not be a

hovercraft game, but you can throw your speedboat into a waterless tunnel and watch helplessly as it careers uncontrollably to the next section of water.

To keep the graphics nice and crisp, the game will make use of the Expansion Pak. What this means is that



▲ As well as shouting at the racers to pull over, the police boat will do all it can to get in your way and slow you down.



▲ Collect a turbo speed up to send flames out the back of your boat and give you a boost. Watch out for the low flying boat, though!

## Greece Is The Word

At the end of the Greece level, you jump across a city to land in an unused waterless aqueduct which drops you into a huge lake ready for a final jump over the finish line.



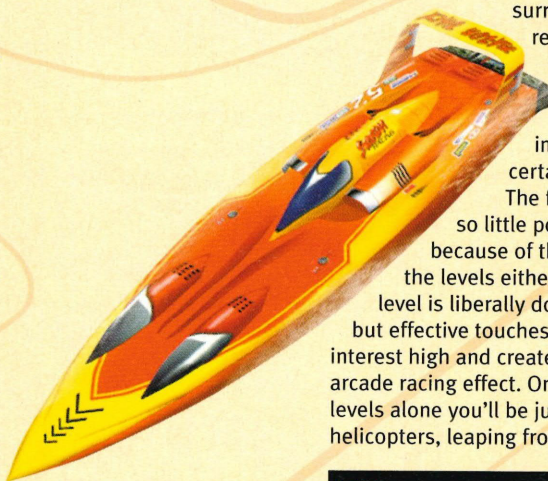


▲ Where would any distinguished racing game be today without a few hot air balloons hanging in a sunset background?



avoiding police boats and racing over entire townscape. Better still, you get to do all this in two-player with a mate as well. It'll be interesting to see how

this one turns out – perhaps there is a reason no-one has tried to venture into the watery depths other than Nintendo. Look out for the review next month. ■



the graphics are going to be of a higher resolution, you're going to get a completely fog- and pop-up free race. If it weren't for the waves, this game would be as smooth as they come. Although the graphics are not quite up to the standard of *Wave Race* yet, some of the water effects are already looking absolutely stunning. The way the surrounding scenery reflects onto the water as you race across it looks particularly impressive on certain courses. The fact that there is so little pop-up isn't because of the low detail on the levels either, far from it. Each level is liberally dotted with simple but effective touches to keep your interest high and create the full-on arcade racing effect. On the first few levels alone you'll be jumping over helicopters, leaping from waterfalls,



▼ Despite the fact this isn't a stunt game, that doesn't mean the boats can't perform a few impromptu barrel rolls.

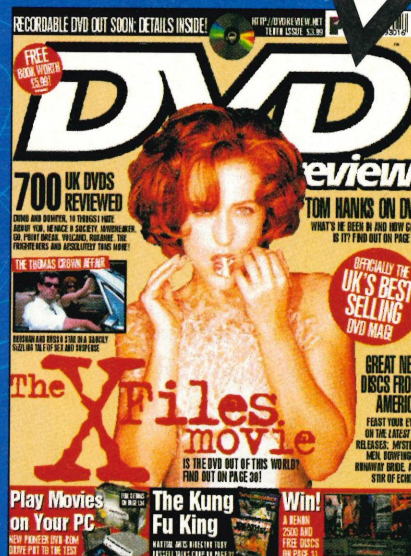
## HYDRO THUNDER

**Publisher:** Midway  
**UK Release:** April



# DVD

## review



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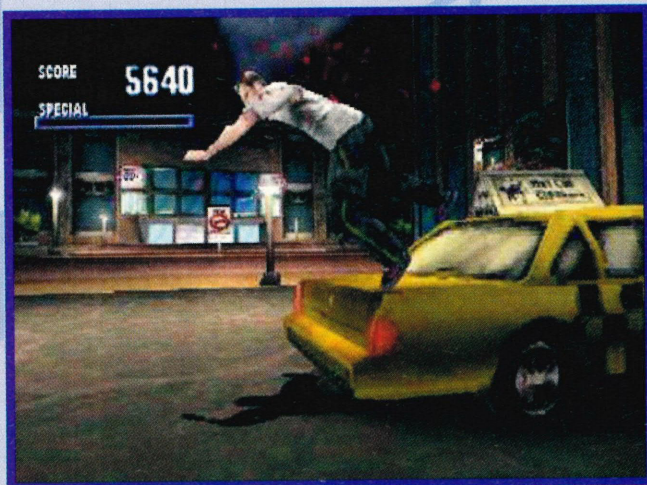
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# Tony Hawk's Pro Skater

The ultimate radical high turns tricks to the N64!



## TONY HAWK'S PRO SKATER

**Publisher:** Activision  
**Developer:** Edge of Reality  
**UK Release:** April

▲ Tony Hawk is the victim of a hit-and-run when he is struck by a speeding taxi! Who would have thought cars might be on the road?



▼ Kareem Campbell grinds along a long rail into the sunset on the Downhill Jam stage, the fastest, most intense level in the game.

Already out on the PlayStation as *Tony Hawk's Skateboarding*, this arcade/simulation crossover has built up quite a reputation. The idea of a skateboarding game being good in the first place may be weird, but the PlayStation version managed to ollie above all extreme sports game stereotypes. The N64 version is already promising, if it comes anywhere near to fulfilling it's potential, it'll be simply amazing!

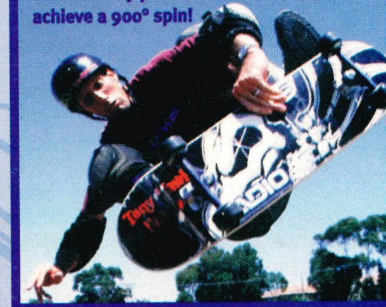
N64 owners aren't getting a bum deal either. When the game arrives you'll get everything the PlayStation has. This

includes all nine courses, all the official pro skaters, all the moves, two-player games and even the bone-crunching replays. Best of all, you'll get to grind those rails whilst listening to some top tunes from the likes of Goldfinger, Dead Kennedys and Suicidal Tendencies.

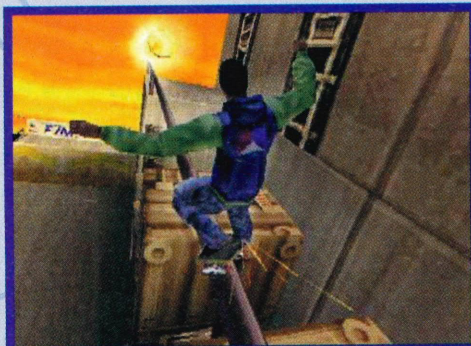
The idea of the game is to skate around various arenas, performing tasks to win tapes which then unlock later levels. On each level you'll have to collect all the letters of SKATE, destroy five items, beat set scores and find a hidden tape. Needless to say there's loads to do, and if this weren't enough

## Tony Who?

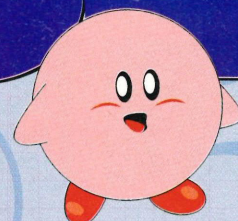
For those not in the know about the skateboarding world, Tony Hawk is the best of the best. As well as being the winner of countless tournaments, he is also the only person in the world to achieve a 900° spin!



there are also a few skate competitions thrown into the mix! Drop in next issue for the full Hawk experience. ■



# Kirby 64



He's pink, he's round, he bounces on the ground!



▶ Having swallowed an enemy and absorbed its powers, Kirby prepares to unleash... a Christmas ornament attack?



▶ A happy pastoral scene, the pink-cheeked puffball prepares to embark on a round of cannibalistic mass slaughter.

**A**fter literally years of on-again, off-again development, *Kirby 64* has at last settled on its final form. Originally it was a hoverboarding racer, then a *Mario*-style adventure, and now finally, the game is a pseudo 3-D platform game, similar to *Goemon 2*. Although the landscapes and characters are all 3-D, Kirby himself is limited to taking set tracks through the various cheerful worlds.

Still, that didn't harm *Goemon*, so the pink puffball shouldn't find himself too restricted either. As far as the storyline

goes, Nintendo still hasn't let the proto-jigglypuff out of the bag, but we do know that Kirby's distinctive abilities will come very much to the fore during the game. If you've played *Smash Brothers*, you'll know that Kirby can swallow his opponents and absorb their powers to use for himself. *Kirby 64* takes this idea further; not only are there far more enemies (and special powers) to gulp down, but different abilities can be combined into more powerful ones. The right combination of abilities will have to be used, in order to defeat certain enemies or solve particular puzzles.

He might not get the pulses of *Quake II* or *Rage Wars* fans racing, but Kirby is a Nintendo character with a

long and distinguished pedigree, so you can expect the Big N's classiest gameplay touches. No word on a definite UK release yet, but the game is due out in Japan this Spring and we'll absorb a review as soon as we can! ■



## KIRBY 64

**Publisher:** Nintendo

**UK Release:** TBA



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# Excitebike 64



## EXCITEBIKE 64

**Publisher:** Nintendo  
**Developer:** Left Field  
**UK Release:** TBA

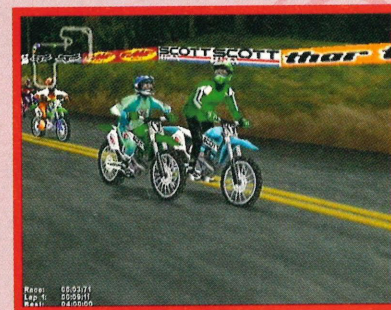


## On yer bike!

There's been a sudden rush of bike racing games for the N64, (one of the others, *Jeremy McGrath's Supercross*, is also featured on this page), but Nintendo's contribution is the one that's grabbing the most attention. Unlike its competitors, *Excitebike* isn't limited to closed arenas of boring brown mud; there are six different courses, on a variety of surfaces.

Taking a lead from 1080° *Snowboarding*, *Excitebike* features 32 mid-air stunts. Make use of the analogue stick to accomplish death-defying tricks – but be sure you're back in the saddle before the wheels hit the ground! There's also a create-a-rider feature and, best of all, a track editor!

Nintendo hasn't settled on a release date for *Excitebike* yet, so keep reading 64 MAGAZINE for updates. ■



# Jeremy McGrath Supercross 2000

It's more than angry, it's Supercross!

The second of three dirtbiking games is on its way, giving all you bike fans something to pass the time with until Nintendo's *Excitebike* 64 arrives. Having said that, the Jeremy McGrath-endorsed title (whoever he is),

looks to be a lot more playable than last month's EA's *Supercross*, as it opts for an arcade-over-realism control system.

Unlike the EA title, this game also offers a four-player split screen multiplayer mode, allowing you to get muddy with your mates on indoor and outdoor tracks. Thanks to the Expansion Pak, both one-player and multiplayer games will also run in high resolution.

Look out for the full review to this dirtbiking extravaganza in 64 MAGAZINE next month! ■

## JEREMY MCGRATH SUPERCROSS 2000

**Publisher:** Acclaim  
**Developer:** Acclaim Studios  
**UK Release:** 28 April



▲ Jeremy McGrath swerves from the pack to avoid getting his brand-new blue and white birthday suit covered in mud.



▲ Now there's showing off and there's showing off! With a simple tap on the control pad, your rider turns acrobat.

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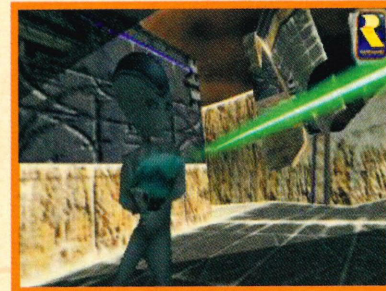
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# Perfect Dark

Can anything be truly perfect?



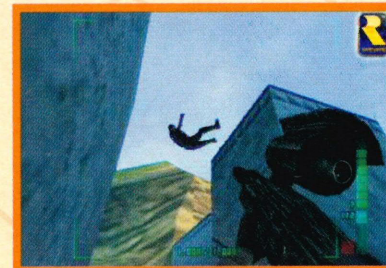
## PERFECT DARK

Publisher:

Rare

UK Release:

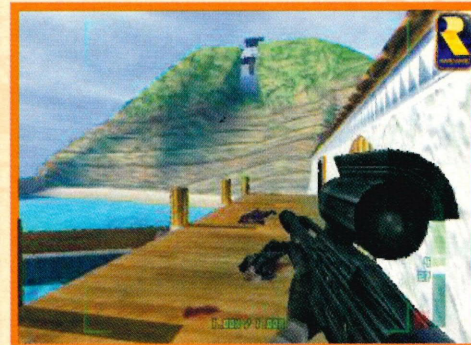
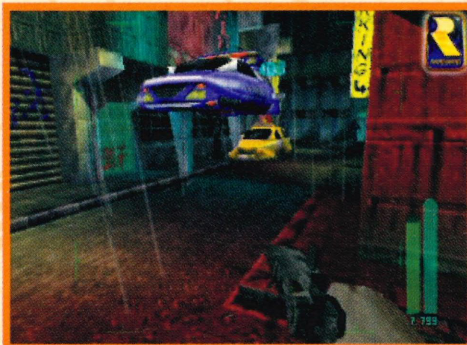
19 May



▲ Full-on deathmatch action! With up to 12 people (including Bots) playing at once, it's going to be even better than Goldeneye!



▼ Space aliens! They're here! They want our women! There are two races of alien in the game, both fighting for control.



**Y**ou want stop-press information? Don't say we never do anything for you! Just two hours before the magazine was due to head off to the printers, Rare announced some *Perfect Dark* news... unfortunately, it's unwelcome all round. Firstly, the game has been delayed – again. UK gamers will now have to wait until the middle of May to get hold of the game. That's bad enough as it is, but there's more.

One of the reasons why *Perfect Dark* was delayed was to get it to work without the Expansion Pak. In a move that is certain to infuriate a good percentage of N64 owners, Rare has only been half-successful. If you already have an Expansion Pak, then it's all fine and dandy – *Perfect Dark* will be fully playable. If you don't, however, you'll

only be able to play the deathmatch games – and then only with two players. This puts *Perfect Dark* into a very uncomfortable position, as gamers who want to get everything they're paying for out of the game are forced to spend an extra £30 on an Expansion Pak, if they don't have one already. As a 256Mbit cart, *Perfect Dark* will almost certainly cost £49.99 (the same as *Zelda*), so getting the most out of it will cost you more than a brand-new N64!

After the criticism of *Donkey Kong 64*'s high price, Nintendo decided that *Perfect Dark* would *not* be sold in a package with the Expansion Pak. Apparently the company *enjoys* criticism, since those gamers without an Expansion Pak will now effectively be paying a premium price for less than half a game.

In more bad news, the Game Boy Camera option has been dropped. As partial compensation you can play Shigeru Miyamoto in deathmatches,

▲ "I can see my house from heeeeeeer!" *Perfect Dark* has brand-new death animations, including the 'fall from a great height'.

though given the circumstances it might be a lot more cathartic to take potshots at Nintendo boss Hiroshi Yamauchi!

What can we say? We know that *Perfect Dark*, in its full Expansion Pak-enhanced state, will be an awesome game. Unfortunately, Nintendo has once again dropped the ball in the way the game will be brought to players. Extra features like two-player co-operative missions (and a *Matrix*-influenced Versus mode), cloaking devices and hovering remote-controlled cambots aren't much use if you have to shell out extra just to see them! Still, it's the game we most want to play in 2000... ■

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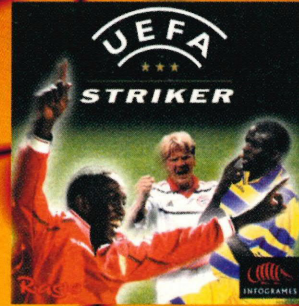
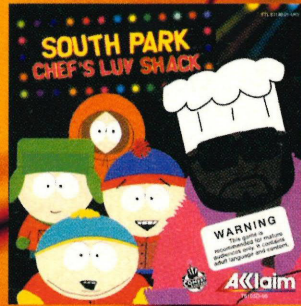


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EDITORIAL  
ALL GOOD  
THINGS...

It's ironic, doncha think? No sooner do I finish writing the feature on page 24, which includes words to the effect of 'this is the team that will be taking 64 MAGAZINE into the 21st Century', than I get offered a position on another magazine that I'd frankly be insane to pass up! As a result, this will be my last issue of 64 MAGAZINE as Editor. That doesn't mean that I won't be popping up from time to time, though – did you seriously think I'd pass up the chance to play *Perfect Dark*? I'll actually only be moving about 20 feet, to take over as Editor of *DVD Review* magazine – a magazine I thoroughly recommend and suggest you all buy 15 copies of immediately.

So, after 101 reviews and a horrifying 1400 or so pages of text (at an average of 375 words per page, that's a couple of novels!) it's time to move on. I've been at the helm of 64 MAGAZINE for a staggering 35 issues now. High points have included being one of the first people in the world to play the finished versions of both *Goldeneye* and *Zelda*, getting to go to Japan for the Space World show (and a spot of tourism on the side) and all those PR lunches. The low point is missing out on *Perfect Dark*, which is due to arrive in the office a matter of days after I move!

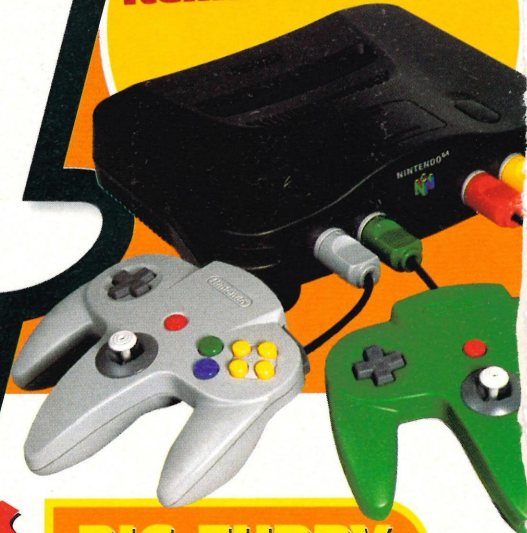
One thing that's been consistent about the N64 is that despite Nintendo's track record of completely bone-headed business decisions (obscenely high prices, unnecessary delays, almost zero advertising, the lack of a dedicated Nintendo branch office in the UK – Europe's biggest videogame market) the games the company has produced have been consistently the best in the world. If Nintendo is serious about beating PlayStation2 with Dolphin, it has to get rid of the arrogance and complacency that did the N64 so much harm. If the company can combine great games, low prices and plentiful titles, then Dolphin stands a good chance of becoming the top next-generation console. If it can only manage two out of three it'll have a hard time, and if it only gets one out of three... well, at least the Game Boy's a reliable seller!

Anyway, I hope you enjoy my last issue, and hope you keep reading when a new name appears in this column next month. The last three years have been enormous fun, and I wish everyone all the best!

Andy McDermott, Editor

the  
64  
showcase

news  
peripherals  
rumours • hot  
items of interest

PIKACHU GETS  
TRANSFERRED

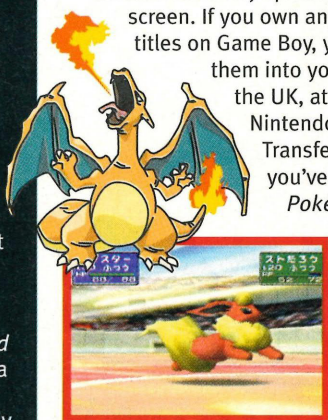
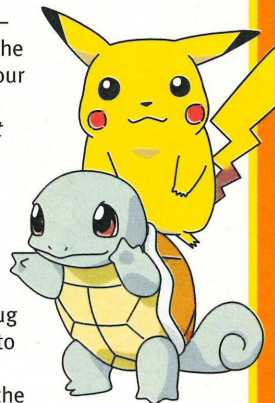
Transfer Pak'd with Stadium

Fans of Pokémon have some good news – when *Pokémon Stadium* is released in the UK this April, you'll be able to plug in your Game Boy *Pokémon* games straight in!

*Pokémon Stadium* (aka the Japanese *Pocket Monsters Stadium 2*, which features all 150 Pokémon instead of the 40-odd in the first *Stadium*) allows players to see their battling beasts fight it out in glorious 3-D colour,

instead of as tiny sprites on a Game Boy screen. If you own any of the *Pokémon* titles on Game Boy, you'll be able to plug them into your N64 via a new (to the UK, at least) piece of Nintendo hardware called the Transfer Pak and access all the Pokémon you've collected during your adventures.

*Pokémon Stadium* will be bundled with the Transfer Pak, and is scheduled to be released on 7 April. If Pokémon aren't your thing, the Transfer Pak will be available separately for £9.99, though now that *Perfect Dark* has lost its Game Boy Camera feature (see page 16) it's hard to see why you'd want one on its own!

BIG FURRY  
DEAL

Squirrel game  
gets new name



Another change of name for Rare's long-awaited, long-delayed squirrelfest *Conker's Quest*, aka *Twelve Tales: Conker 64*.

The new name for the game will now apparently be *Conker's Bad Fur Day*, and the game has undergone substantial redesign work to give it more 'attitude'. If it moves away from the cloyingly twee designs of old, that's fine by us. Just so long as Conker doesn't start wearing a backwards baseball hat...

## SCOOBY SNACKS!

Zoinks! THQ do the Doo

They would have gotten away with it too, if it hadn't been for those meddling kids! THQ has signed up slacker favourite *Scooby Doo* for the N64, the first game to come out later this year. There's no word yet whether the game will be based on the original often-mocked stories or the new post-modern episodes, but as long as Scrappy Doo is put down for good we don't mind!

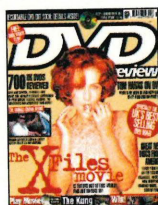


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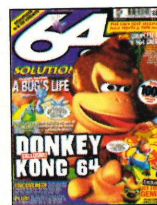
Things just go from strength to strength on Game Boy! Nintendo have now announced their tech specs for Game Boy Advance and the Game Boy Color games are coming thick and fast! This issue we review *Toy Story 2* and *Rayman* and have exclusive shots of *Tomb Raider*!



### 64 SOLUTIONS

Issue 16 ISSN: 1464-5904 £3.95

When we cover the biggest games, we don't do it by halves! We've got the massive solution to *Donkey Kong 64* to kick off the millennium, as well as busting *A Bug's Life* wide open (with maps to boot) and the conclusion to our top *Jet Force Gemini* walkthrough. Talk about fantastic!



19

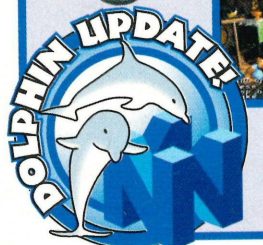
## UNDER THE MOON

More games have sadly been dropped from the UK release schedules.

First to be ploughed under was Crave's farming RPG *Harvest Moon*, citing the high cost of producing a game that would probably only find a limited market.

Within hours of that news, Kemco decided that *TG Hyperbike* was to be sent to the scrapyard, the reason being that with three other very similar games on the way (from Nintendo, Acclaim and EA), *Hyperbike* would be crowded out.

The final casualty is Infogrames' *Rally Masters*.



## ACK! LAME!

### Turok publisher abandons N64

Some grim news for Nintendo – one of the N64's biggest supporters, Acclaim, has said that it will terminate all support for the N64 this summer following the release of the next *Turok* game, *Shadow Of Oblivion*.

Acclaim still has six N64 titles in the works, but according to a spokesman, only *Turok 3: Shadow Of Oblivion* is "still taking up any resources." The next chapter in the saga of the dimension-hopping, dinosaur-slaughtering Indian is due to appear in August, after which Acclaim is to switch all its development resources to next-generation consoles like Dolphin and PlayStation2.

Part of the reason for what seems like a very abrupt exit from the N64 market is that Acclaim is keen not to repeat the mistakes it made at the end of the 16-bit era, when it lost money on expensive 16-bit titles at a time when gamers had lost interest in older consoles.



## MIDWAY ON WAY

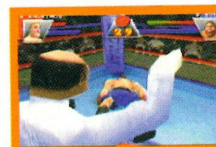
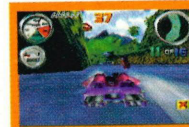
### No shortage of new US titles

Some companies may be deserting the N64, but Midway has reassuringly confirmed that

it intends to keep on producing cartridges for Nintendo's black box well into 2000.

After *Hydro Thunder*, out in March, Midway has

another four titles lined up. July will see two racing games – Boss Game Studio's futuristic *Fifties racer* (it'll make sense when you see it) *SR3K* and Midway's own *Cruis'n Exotica*, the latest in the generally hateful *Cruis'n* series. In October, *Rush 2049* will be flying through the air, followed a month later by boxing sequel *Ready 2 Rumble 2*.



## The latest news and rumours about Nintendo's next console...

have seen it in the end movie sequence. In the movie, Cranky Kong is holding auditions for the Dolphin (at least, that's how we interpret the dolphin picture on a sign) and at the end of it, this odd-looking thing appears.

So why would anyone think that this bizarre five-pronged purple object could have anything to do with the next Nintendo console? Well, SNES gamers may remember that at the end of one of Rare's *Donkey Kong Country* games, an N64 was visible in the ending sequence long before the machine came out. Since *DK64* also comes from Rare, and Rare is closely tied with

Nintendo (and is also a confirmed Dolphin developer), the strong possibility exists that this could be the Dolphin logo, or maybe even the console itself!

More confirmed Dolphin development: Promethean Designs is working on *Picasso*, an art-theft simulator (!); Saffire is planning a next-gen version of *Top Gear Rally 2*; Titus intends to bring heavy metal rozzar *RoboCop* to the new console; Ubi Soft and Video System will team up for a licenced F1 game; Ubi Soft itself seems likely to launch *Rayman 3* on the Dolphin.

Is this the Dolphin? No, don't laugh – we haven't totally lost our minds! If you've completely finished *Donkey Kong 64* you may

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# Gamewatch



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**W**hen you want to find out what games you'll be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows all the N64 games that we know about, along with their expected release dates (where known). Gamewatch is updated every month.

Gamewatch is produced in association with Department 1. All the UK releases are highlighted in yellow for ease of spotting, so that you'll be able to avoid those 'only in Japan' moments of gloom!

• Release dates are subject to change without notice. That's software companies for you, always a-choppin' and a-changin'. So don't blame us if your favourite game turns up six months late!

## RELEASE DATES

### MAR 2000

Hydro Thunder	UK	Mar
NBA In The Zone 2000	UK	Mar
Rally Masters	UK	Mar
Ridge Racer 64	UK	Mar

### APR-MAY 2000

Blues Brothers 64	UK	May
Daikatana	UK	7 Apr
ISS Millennium	UK	May
Jeremy McGrath Supercross 2000	UK	28 Apr
Perfect Dark	UK	Apr
Pokémon Stadium	UK	7 Apr
Starcraft	UK	May
Taz Express	UK	May
Tony Hawk's Pro Skater	UK	Apr
Win Back	UK	May
Zelda: Mask Of Mujula	Jap	Apr

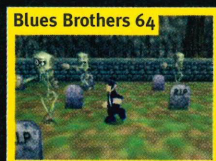
### JUNE ONWARDS

Cruis'n Exotica	UK	Jul
Daikatana	UK	Jul
Duck Dodgers	UK	Jun
Hercules: The Legendary Journeys	UK	Jun
Mario Party 2	UK	Jun
Mickey Racing USA	US	Dec
Pokémon Snap	UK	Sep
Ready 2 Rumble 2	UK	Nov
Rush 2049	UK	Oct
SR3K	UK	Jul
Track & Field	UK	Jul
Turok 3: Shadow Of Oblivion	US	Aug
Wacky Racers	UK	Jun
Zelda: Mask Of Mujula	UK	Dec

### TO BE CONFIRMED

1080° Snowboarding 2	Jap	2000
3Sixty	US	2000
4x4 Mud Monsters	US	2000

Aidyn Chronicles: The First Mage	US	2000	Mother 3	Jap	2000
Airport Inc	UK	2000	Namco Museum	UK	2000
All-Star Baseball 2001	US	2000	NBA Live 2001	US	2000
Alone In The Dark 4	UK	2000	NFL Blitz 2000	US	2000
Animaniacs Ten Pin Alley	US	2000	Nightmare Creatures II	UK	2000
Army Men: Air Combat	UK	2000	Ogre Battle 3	US	2000
Asteroids Hyper 64	UK	2000	Polaris Snocross	US	2000
Banjo-Tooie	UK	2000	Power Rangers Lightspeed Rescue	US	2000
Bassmasters 2000	UK	2000	Puma Street Soccer	UK	2000
Batman	UK	2000	Quest 2	US	2000
Bomberman 2	Jap	2000	Resident Evil Zero	Jap	2000
Caesar's Palace	US	2000	Rev Limit	UK	2000
Cenzo's Carnival Adventure	US	2000	Rika	UK	2000
Conker's Bad Fur Day	UK	2000	Robocop	US	2000
Custom Robo (64DD)	Jap	2000	Rollerball	US	2000
Derby Stallion 64	Jap	2000	Ronaldo Soccer	UK	2000
DethKarz	UK	2000	Rugrats In Paris	US	2000
Die Hard	US	2000	Scooby Doo	UK	2000
Donald Duck	UK	2000	Shadow Man 2	UK	2000
Doshin The Giant (64DD)	Jap	2000	Sim City 2000	UK	2000
Dragon Sword	UK	2000	Sim City 64 (64DD)	Jap	2000
Earthbound	UK	2000	Snowboard Kids 2	UK	2000
Eternal Darkness	UK	2000	Speed	US	2000
Excitebike 64	UK	2000	Spider-Man	UK	2000
Extreme Sports 64	UK	2000	Spooky	US	2000
FIA Formula 1	UK	2000	Spy Hunter	US	2000
Fighters' Destiny 2	UK	2000	Sydney Olympics 2000	US	2000
Fire Emblem 64	Jap	2000	Tetris Attack	UK	2000
F-Zero Xpansion (64DD)	Jap	2000	Thornado	US	2000
Ghoul's & Ghosts	Jap	2000	Thrasher: Skate And Destroy	US	2000
Grand Theft Auto	UK	2000	Tony Hawk's Pro Skater	US	2000
Jeff Gordon XS Racing	US	2000	Top Gun	US	2000
Jest	UK	2000	Turok 3: Shadow Of Oblivion	UK	2000
Jungle Emperor Leo	Jap	2000	Untitled Rare Game	UK	2000
Kirby 64	Jap	2000	Ura-Zelda (64DD)	Jap	2000
Kobe Bryant 2	US	2000	Velocity	US	2000
Madden 2000	US	2000	Wild Waters	UK	2000
Magic Flute	Jap	2000	The World Is Not Enough	UK	2000
Mario RPG	Jap	2000	WWF Smackdown	UK	2000
Mega Man 64	Jap	2000	X-Men	US	2000
Metal Gear	Jap	2000	The Young Olympians	US	2000
Mickey Racing	UK	2000			
Mini Racers	UK	2000			



# GIZMOS & GADGETS

## EVOLUTION G-FORCE TILT

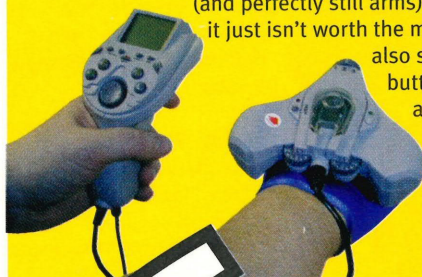
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**T**his has to be one of the weirdest peripherals ever devised. The idea is simple enough – just strap the tilt-sensitive controller to one hand, to make it the equivalent of the analogue stick. Your other hand then holds the gun-like device, which houses the buttons you'd find on a normal pad, as well as an LCD setup screen.

In theory, this is a good idea; tilt your hand to the right and your on-screen counterpart will turn right by the same amount. However, in practice, what you get is a peripheral which is basically a glorified – and very twitchy – steering wheel. It might cost less than most wheels, but it's also a lot harder to use. Unless you have the limitless patience (and perfectly still arms) needed to become proficient it just isn't worth the money. The button layout is

also strange – for instance, the L button is on the right of the pad, and two of the C buttons aren't even there!

64 MAGAZINE rating:



# Dreamcast

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21

# 64

MAGAZINE  
CHARTS

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THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	–	Resident Evil 2	Capcom/Virgin	94%
2	–	Toy Story 2	Activision	82%
3	2	WWF Wrestlemania 2000	THQ	93%
4	–	Super Mario 64	Nintendo	92%
5	–	Star Wars: Rogue Squadron	Nintendo	90%
6	–	Waiata Country Club Golf	Nintendo	15%
7	–	1080° Snowboarding	Nintendo	82%
8	–	Bomberman Hero	Nintendo	49%
9	–	F-Zero X	Nintendo	90%
10	1	Donkey Kong 64	Nintendo	93%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to **Chart Compo, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH4 2JS!**

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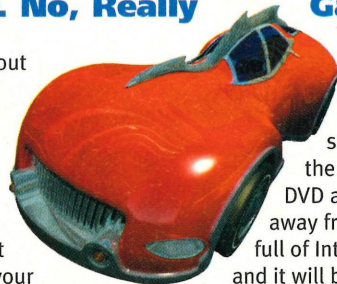
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# STAR PRIZE



Ha ha ha ha ha ha ha ha ha ha ha ha ha ha ha  
ha ha ha ha ha ha ha ha ha ha ha ha ha ha  
ha ha ha ha *hah!*



**Dear 64 MAGAZINE,**  
Christmas finally came, and  
what a good one it was for  
me! I got four new N64 games  
– *Rainbow Six*, *Jet Force*  
*Gemini*, *Super Smash*  
*Brothers* and *Michael*  
*Owen's WLS 2000*. Since



And we thought we'd heard the last of the M-word... damn! (Not that you shouldn't check out the results of our Millennium Games Awards this issue.) A long-standing view around these parts is that gameplay is more important than graphics, and there are plenty of older games that would benefit from a lick of paint, providing the underlying gameplay isn't messed with. For example, the N64 could have been used to create an utterly kick-ass side-scrolling shooter in the *R-Type* vein, but instead we got 127 NBA basketball games. File under 'missed opportunities'.

I got them, I haven't been able to keep my greedy little paws off the N64. But while playing *Rainbow Six*, I suddenly realised something. Nintendo is very slow at getting brilliant PC games and converting them onto the N64. For instance, *Grand Theft Auto* is (I think) two years old and it only costs £9.99 to buy for the PC. Soon it will be out on the N64, but will probably cost at



least £39.99. *Starcraft* and *Rainbow Six* are other examples. Why is there such

a huge delay on these games? And why should we pay twice the price?

**Brian Horner, Newtownabbey**

N64 games are generally more expensive than the same title on other formats simply because the cartridges cost so much more to make. As for delays, this is largely down to publishers not wanting to take the 'risk' of putting money into an N64 title until they can be sure that it's going to be successful.

## 'Lugeboarding'?

Dear 64 MAGAZINE,

I am writing to you to complain about the limited choice of N64 games, and why companies only target certain sports. I love skateboarding and lugeboarding (where you lie on the board), and thought that such great sports must have some games coming out on the N64. I found out that *Tony Hawk's Skateboarding* is on the way, and was delighted – until I noticed it's going to be the only skateboarding game ever on the N64! As for lugeboarding, it's a new sport and an N64 game probably won't ever come out.

Wrestling isn't even a real sport, but those Americans have released about six wrestling games in Britain. American football and baseball aren't popular here either but loads of games have been released, so why isn't there a skateboarding game?

If I do get this letter published, please inform me that there will be skateboarding games other than *Tony Hawk's Skateboarding* on the N64.

**Alex Clarke, Manchester**

Sorry to disappoint you, but unless some company has a top-secret project under way, the only N64 skateboarding game you'll ever see will be *Tony Hawk's Skateboarding*.

## Clockers

Dear 64 MAGAZINE,

I am really startled by your ability to clock (master) games in such a short

time. A game is released in, let's say December, then by January you'll release a guide of how to finish that game, like *Donkey Kong 64*! Can you share your secret?

In the past, I have used some of your guides (like *Goldeneye*) to master the game. This was very easy – the instructions were precise and very understandable. Now I know you're wondering why this guy is writing in and asking about secrets and how you clock games. The answer is because I am very interested and want to develop my computer gaming skills. I know you are N64 brainiacs and don't have to prove that to me, but how do you do it?

**Darren Rose, Handsworth**

Our ability to get ultra-detailed guides to you so fast is partly due to the skill and dedication of our solutions people – stand up **Martin Mathers**, who does most of our guides – and partly because we generally get hold of the games a month or more before they go on sale. (To get a review into 64 MAGAZINE, it has to be in the office at least three weeks before the mag hits the shelves.) So the rather unexciting answer to your questions is, lots of hard work!

## 'Not Some Spod'

Dear 64 MAGAZINE,

First of all, I'm not some little spod wanting a free poster/game/subscription, only the right to congratulate your staff and annoy my friend **Lewis Moore**. So here goes: I'd like to congratulate the editorial staff for using their little grey cells and coming up with a really great magazine. Some magazines are obviously only there to take advantage of people, as they don't deliver the goods like you guys. I especially like the way that you review games, nice one! Owning a US machine, I really want to thank you for the release date section – even if it's not totally accurate, it gives me an idea of when to expect my goodies.

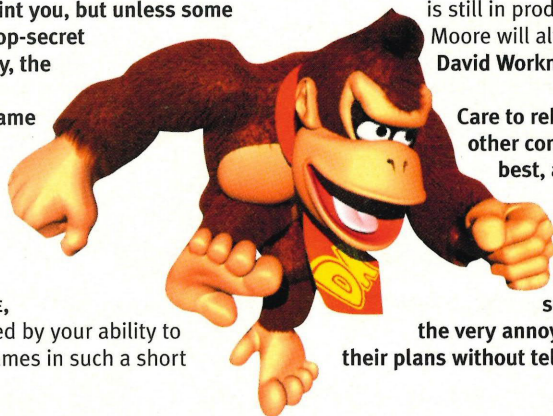
I have found your reviews to be totally without any sign of the influence of handouts or bias. I also find the second opinion box to be very useful, giving you an even more accurate idea of what the game is like.

So I end my letter knowing your cool magazine is still in production, and that **Lewis Moore** will always be a complete plum.

**David Workman, Bolton**

Care to rebut that, **Lewis**? As for your other comments, well, we try our best, and fortunately things turn out all right. The Gamewatch section is as accurate as we can make it – unfortunately, the software companies have

the very annoying habit of changing their plans without telling us!



## Where De DD?

Dear 64 MAGAZINE,

I am getting worried about my beloved N64 and the games for it. After looking in high street stores, I have noticed that the N64 shelves are being cut down in order to make room for the Dreamcast. In one shop, the N64 had seven shelves but now has two, and another used to have an entire wall devoted to the N64 – now it has a small shelf. What is happening? Come on Nintendo, we need more good games! (No, brilliant games!)

Friends of mine have also noticed that the N64 has hardly any good games. Of course, I told them about *Zelda*, *Goldeneye* and so on, but I have to agree – lots of games coming out now are not up to the usual standard.

Also, I want to know about the 64DD. I wanted to get one, but then I read that it is only available in Japan, and only to Japanese residents.

Why is this?

Nintendo seems to be biased to Japan and forgetting about us Brits.

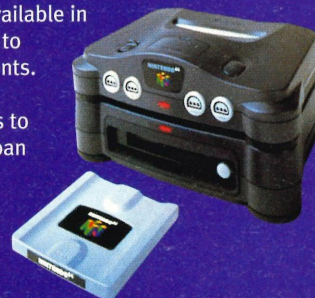
An example of this is *Perfect Dark* – I have

waited months for it,

but yet again it's been put back. What is

happening to Nintendo?

**Stephen Gage, London**



The 64DD is now available to buy over-the-counter in Japan, but so far it's completely failed to set the gaming world alight. We're trying to get hold of one right now, so stay tuned for a hands-on report in a future issue.

The diminishing shelf space for N64 games is becoming an unfortunate fact of life.

PlayStation is by the far the most profitable format for shops right now – they're not going to cut that to make room for Dreamcast, which means the N64 has the bad luck to get squeezed. Sad to say, the situation is unlikely to improve.

## CONTACT 64 MAGAZINE

By email: 64mag@paragon.co.uk

### By Post:

When I'm 64  
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Paragon Publishing  
Paragon House  
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Bournemouth, BH1 2JS

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

PERSONAL  
BESTS

Away from the world of Nintendo, what have team members past and present considered the high spots and low points of the last three years?

**Andy McDermott  
(Editor, #3  
to present)**

## UPPERS

*Futurama*, DVD, the resurrection of Apple, *The Iron Giant*, Sci-Fi Channel picking up *Mystery Science Theater 3000*.

## DOWNERS

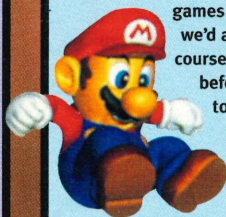
Sci-Fi Channel dumping *Mystery Science Theater 3000*, Jar Jar sodding Binks, New Labour being the same as Old Tory.

GAMES THAT SHOOK  
THE WORLD

1

## Super Mario 64

Nintendo • Issue 1 • Initial Score 95%  
The N64's very first game, and one that very firmly stated Nintendo's aim; they were going to make games that were different to we'd anything seen before. Of course, it didn't take long before the imitators started to arrive, but it took two years (after the game's Japanese launch) before anyone got close – and even then, it was the partly Nintendo-



owned Rare. The 3-D environment was revolutionary, and getting around was helped in no

small part by the N64's pad, which had actually been designed with *Mario 64* in mind! A sign of the game's depth and playability is that it's frequently still found in the top-selling N64 games three years after it came out, which in the fickle and fast-moving world of games is almost unheard of.



**T**his month marks a double milestone – not only is it the third birthday of the N64 in the UK, but it's also the third anniversary of the launch of your favourite N64 mag! (That is us, right? Right?)

Nostalgic old duffers that we are, we decided to celebrate this landmark date in the time-honoured manner, by knocking out a self-congratulatory retrospective of the last three years. Put your feet up and let us guide you through they way things were...

Prehistoric Era:  
#1 to #2

The first two issues of 64 MAGAZINE were written on an entirely freelance basis. Damian Butt, then-Managing Editor (now Supreme Overlord), was to

BET YOU DIDN'T  
KNOW

64 MAGAZINE wasn't originally going to be called 64 MAGAZINE – the very first name was N64 POWER, then until shortly before the launch it was NINTENDO 64 MAGAZINE. This had to be changed at the last minute when Nintendo threatened to sue for unauthorised use of their name!



# Three's C

Bring out the birthday cake!

assemble what was planned as, the ultimate videogame mag, an in-depth, stylish title aimed squarely at adults with money to burn. However, Nintendo had other ideas – by deciding that cuddly family-oriented titles were the way to go, the smart-assed, densely-packed writing and ‘grown-up’ design of 64 MAGAZINE increasingly started to look at odds with the company’s fluffy, rainbow-coloured games. Somehow, nobody twigged this for over a year. Hey, we’re only human!

All the same, the magazine was the UK’s very first dedicated N64 title, and built up a loyal following that continues to this day. It’s a little odd to realise that there are genuine hardcore fans of the magazine out there, but we’re not complaining!

## DID WE SAY THAT?

“...its ambitious and frequently stunning glories ensure its status as a genuine next-generation game, and unquestioningly the most satisfying and ambitious tie-in ever delivered.” The game in question? *Star Wars: Shadows Of The Empire*. No.

## 5 GAMES THAT SHOOK THE WORLD

### Goldeneye

Nintendo/Rare • Issue 5 • Initial Score 96%

First-person shooters were certainly nothing new, but Rare’s James Bond reached a new high point in sheer playability, still unsurpassed on the N64 today. It is also one of the few really good movie licences ever made. From the mock BBFC logo



and opening chords of the world-famous James Bond theme, to the moment when you finally pop a cap in Baron Samedi’s ass (or do you?), *Goldeneye* is a tough, engrossing single-player experience, and absolutely essential as a multiplayer title. The only N64 game to come even close to energising the office into long lunchtime/post-work tournaments was *ISS '98*, and this only attracted the footie fanatics – *Goldeneye* deathmatches (set for no radar and Licence To Kill, naturally), brought in everybody. *Goldeneye* still has us wondering, what will top it? The only probable successor is its own pseudo-sequel, *Perfect Dark*...

## Kicking It Up A Notch: #3 to #5

Finally, the ‘UK’s best-selling N64 mag’ (yes it was, and we have the official figures to prove it) got a full-time Editor, the one and only Andy McDermott. Another 34 issues later and he’s still here! This denotes either a deep-seated love of N64 gaming or a disturbing lack of ambition. Nobody’s sure which.

At this stage of the magazine’s life, the title’s entire full-time writing staff consisted of, er, Andy. Since he proved able to turn out huge amounts of text, the powers that be decided 64 MAGAZINE didn’t need any more staff. Its sister mags, on the other hand, had as many as four writers. There’s a lesson there somewhere.

The very first news item of this era was confirmation that the N64 was to get a *Resident Evil* game. Just 32 issues later, one arrived. Better late than never, eh?



## BET YOU DIDN'T KNOW

The candid interview with Rare in issue 5 was originally even more candid! As a courtesy, we faxed Rare the copy for the feature, and very soon afterwards we got a phone call asking if we could exchange some of the more, er, ‘unguarded’ comments for less inflammatory ones. Andy still has the original text on his computer, by the way... (evil chuckle)

## DID WE SAY THAT?

“An exact release date for *Conker’s Quest* hasn’t yet been decided, but it is likely to appear before Christmas.” Three years and two changes of name later, there’s still no sign of it!

## PERSONAL BESTS

### Roy Kimber (Writer, #6 to #34)

#### UPPERS

My dog Deefa, *Buffy The Vampire Slayer*, Pepsi, nachos, Jumpin’ Jaks, San Francisco with 3DO, Paris with Ubi Soft.

#### DOWNERS

Missing new series of *Stargate SG1*, Christmas (not as much fun now I’m ‘grown up’), losing custody of my dog, divorce.



# ompany

Turning Japanese:  
#6 to 12

A campaign of ceaseless whinging finally resulted in the arrival of... a Staff Writer! The ebullient Roy Kimber bounced into the office like Tigger in Doc Martens, causing desks to shake, wastebins to fill with obscurely-named crisp packets and average review scores to shoot up markedly.

This was quite a tough time for the N64, as very few new games were appearing; this in turn made it even tougher on the magazine, as 100 pages had to be filled with *something* every month! Fortunately, issue 9 gave Andy the chance to play travel reporter by going to Japan for the Nintendo Space World show, and for the next few months there was a reasonable flow of games. Granted, too many of them involved ice hockey, but at least there was something to write about!

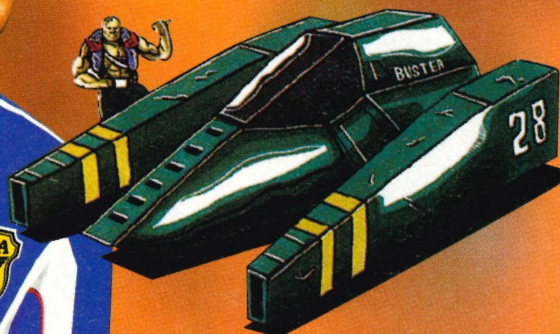
## DID WE SAY THAT?

"Persevere with *Mortal Kombat Mythologies* and you'll actually feel like you're achieving something!" Yeah, like wasting both electricity and oxygen.

BET YOU DIDN'T  
KNOW

Andy almost didn't make it to the Japanese Space World '97 press day, because the map Nintendo sent him didn't have any English text and Nintendo's PR guy gave him the wrong station name (probably an accident. Probably). As a result, he spent three nightmarish hours wandering around Chiba docks with a bag of heavy camera equipment, (and 25 even heavier copies of 64 MAGAZINE issue 7) before finding somebody who spoke English. This was when he discovered he was more than five miles from where he needed to be!

26

The Dark Time:  
#13 to #16

A period with very few decent games – in fact, very few games full stop. A stressed-out staff in danger of burnout resulted in an unfortunate streak of magazines that were, shall we charitably say, not as good as they could have been. (The mere sight of

issue 14 has been known to cause spontaneous screaming fits in certain people.) Time for a relaunch, perhaps!

GAMES THAT SHOOK  
THE WORLDPERSONAL  
BESTS

**Mike Richardson**  
(Writer, #35  
to present)  
**UPPERS**

Sarah Michelle Gellar,  
*Team Fortress Classic*,  
Shakeaway milkshakes,  
American pool tables,  
getting a job on  
64 MAGAZINE.

**DOWNERS**

Joining a rival publisher  
just before it went bust,  
the hangover the  
morning after it went  
bust, Philippa Forester.



## ISS '98

Konami • Issue 18 • Initial Score 95%  
While the genuine hardcore  
videogame football fanatics will  
probably argue that it's now been usurped by  
the PlayStation's *ISS Pro Evolution*, Konami's  
*ISS '98* nevertheless had a very successful  
run as the world's greatest football game.



What gave it this title was a fluid control  
system, which gave gamers instant and total  
command of the players, to a degree which  
quite frankly hasn't been matched by any  
other title. The *FIFA* games may have had the  
big licence, but *ISS '98* had the legs. While  
its rivals are gathering dust, *ISS '98* will still  
be hitting the back of the net.

BET YOU DIDN'T  
KNOW

While on the flight back from the Atlanta E3 show (by American, the world's suckiest airline) and desperately trying to write up the show report on a PowerBook, in time for the deadline the very next day, Andy was told to stop by a stewardess. Her reason was that his typing was so loud, he was keeping the other passengers awake!

## DID WE SAY THAT?

"Famous People Who Hover."

**Rebirth: #17 to #22**

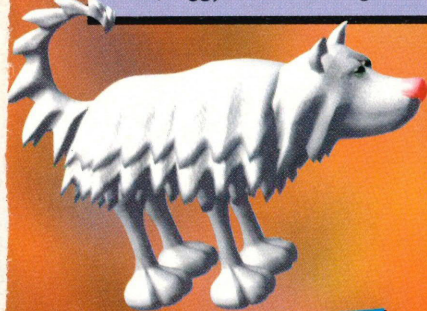
The whole magazine had a top-to-bottom rethink, and underwent radical reconstructive surgery from issue 17. We must have done something right – the *Zelda*-reviewing issue 21 was, to date, our best-selling ever, closely followed by issue 22. It was also a generally good time for N64 games – in the space of less than six months, we had *F-Zero X*, *ISS '98*, *F-1 WGP*, *Body Harvest*, *Silicon Valley*, *Rogue Squadron* and, of course, *Zelda*. Great titles, and the redesigned mag looked pretty hot as well. Of course, we knew that there would be a bit of a game drought once we moved into the new year... we just weren't prepared for how dry it would turn out to be!

**BET YOU DIDN'T KNOW**

Because Paragon wanted to spend as little money as possible on the flight, Andy had to go to Germany to review *Zelda* two whole days before the press event. This meant spending Saturday night in a totally deserted hotel, without even any staff in the building! Reports of fountains of blood and the word 'redrum' appearing on mirrors were attributed to a deluded mind.

**DID WE SAY THAT?**

"If future N64 games are anything near the standard of *Buck Bumble*, then the future of N64 gaming looks very bright indeed!" What, slow, foggy and not selling?

**BET YOU DIDN'T KNOW**

Issue 29 was home to what has become known as 'The Unfortunate Incident', which is rarely spoken of. It all worked out without P45s being issued in the end, but suffice it to say the mention of a certain game causes a 'Nam-style stress flashback for those involved...

**GAMES THAT SHOOK THE WORLD****F-1 World Grand Prix**

Nintendo/Paradigm • Issue 18 • Initial Score 94%

For the first year or so of the console's life, N64 racing games were generally in the *Mario Kart* mould – fun, fluffy, but essentially lightweight – or the *San Francisco Rush* mould – arcadey and deliberately unrealistic. PC owners were sniggering into their accelerator cards at the lack of any games that offered 'real' racing.

The N64 just didn't have the power to do proper simulations.

Then *F-1 World Grand Prix* arrived, and the PC owners suddenly shut up. Simulation specialists Paradigm stunned everyone by offering a game that not only looked realistic, but for the most part played the same way. If you wanted to win races, you had to put in a lot of effort – but the payoff when you finally did take the chequered flag made it worth it.

**Waiting For Joanna: #23 to 30**

Until the Los Angeles E3 show in May, the number of new N64 games coming in for review shrivelled like plums in an oven – issue 28 was home to a massive two new titles! Not even the N64's early days were this bad. Fortunately, post-E3 things improved enormously, and we actually had games to write about.

Incidentally, if you think E3 sounds like an incredible adventure and a chance to visit the exotic world of Hollywood, let us set you straight. First there's 20 hours of travelling, followed by three frantic days of hurried meetings in hot and noisy convention halls, then 20 more hours of travelling to look forward to! And LA itself isn't nearly as glamorous as it looks in the movies. In fact, it's a dump. The funny thing is, nobody ever believes this and assumes it was a holiday!

**PERSONAL BESTS****Nick Trent (Art Editor, #3 to #31)****UPPERS**

The successful re-launch of the Mini Milk, iMacs, *Starcraft*, *Quake III* on the Internet, the Lotus Elise.

**DOWNERS**

Wagon Wheels getting smaller, my rent going up, leaving Andy to suffer alone with Royston.

**PERSONAL BESTS****Martin Mathers (Contributor)****UPPERS**

Finishing my degree, getting engaged, joining the Paragon family (ahhh), getting to play games full-time, student loans (free money!).

**DOWNERS**

Student loans (gotta pay them back), getting old, becoming eligible to pay tax, any music Roy likes, The Unfortunate Incident.

**DID WE SAY THAT?**

"The only real criticism there can be of *Star Wars: Episode 1 Racer* is that it supports only two players, rather than four." Well, that and the jerkiness, the awkward controls, the ease of winning, the rapid onset of tedium...

ISSUE 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17

100

90

80

70

60

50

40

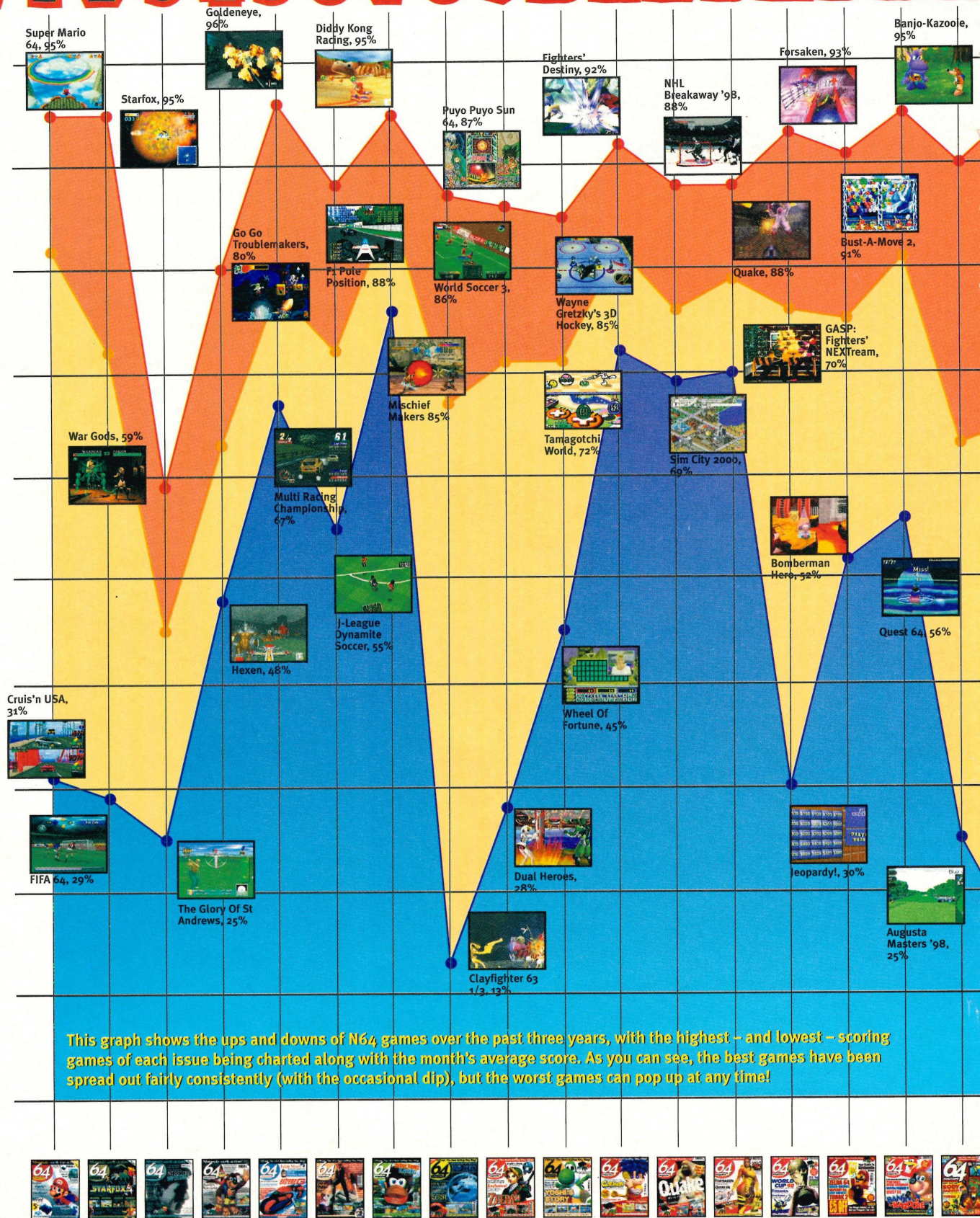
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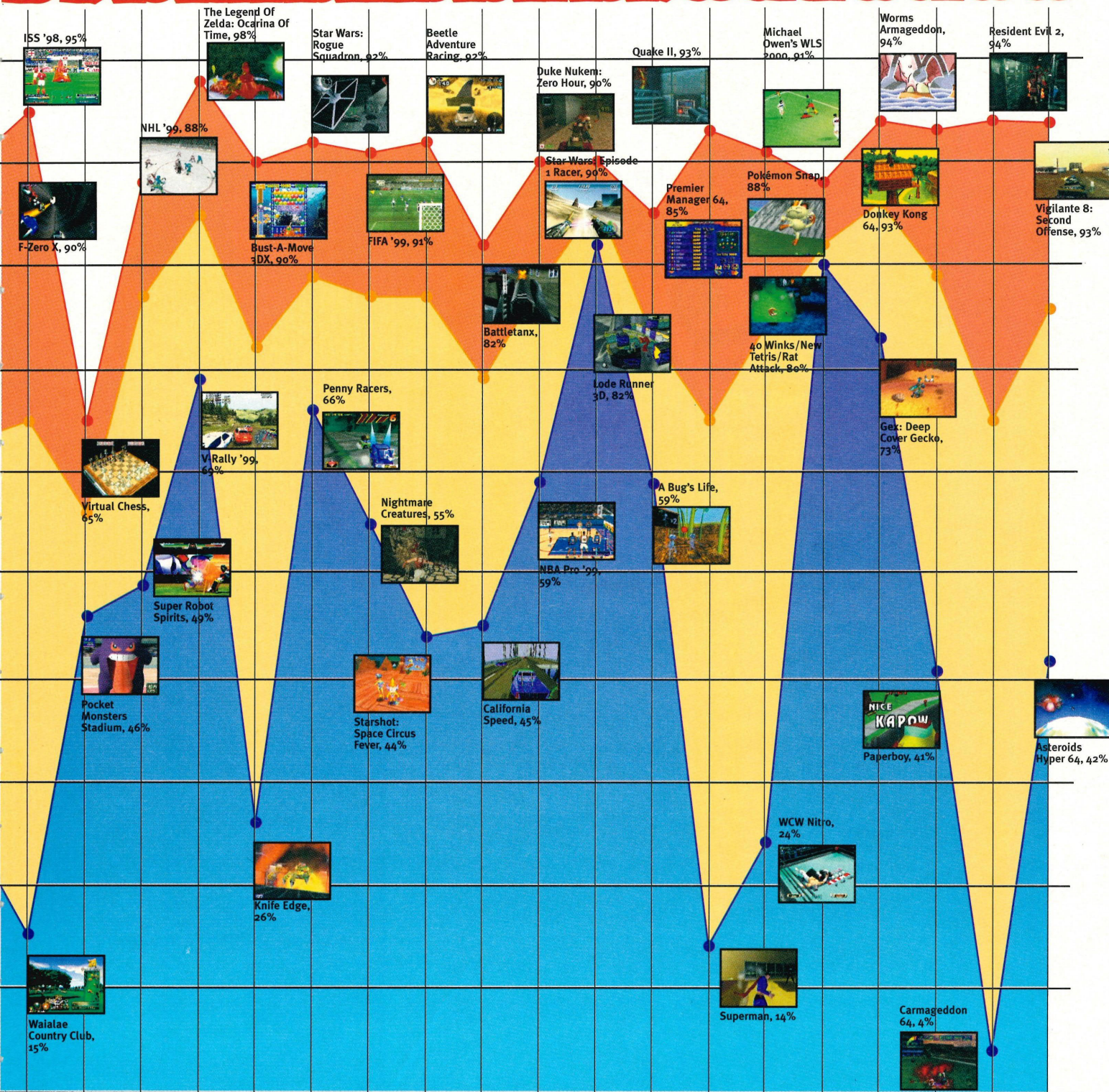
%



This graph shows the ups and downs of N64 games over the past three years, with the highest – and lowest – scoring games of each issue being charted along with the month's average score. As you can see, the best games have been spread out fairly consistently (with the occasional dip), but the worst games can pop up at any time!



18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36



## Into The New Century: #31 to #37

Just when long-suffering- sorry, long-serving Art Editor Nick 'Trenty' Trent had finally got the magazine looking just how he wanted it, he was whisked away to *Dreamcast Magazine*. (We think that his mid-air clicking of heels and unstoppable laughter was most likely a sign of repressed grief.) Fortunately, his replacement

turned out to be the more-than-able Mark Shufflebottom, who can produce pages at an almost suspicious rate. Soon after, Royston departed as well to get cracking on the newly-acquired *Planet Playstation*. (We think that Andy's mid-air clicking of heels and unstoppable laughter was most likely a sign of repressed grief.) Filling his chair's ample ass-groove was newest team-member Mike 'Monty Burns' Richardson. And that's the team that'll be powering 64 MAGAZINE into the 21st Century. We hope you'll join us!

30

PERSONAL  
BESTS

**Mark Shufflebottom**  
(Designer, #32 to present)

## UPPERS

The birth of my daughter Emily, The Chemical Brothers' *Surrender*, MP3s, the Oblivion at Alton Towers, no more Roy vibrating my monitor.

## DOWNERS

Docu-soaps, Geri 'Piggy Face' Halliwell embarking on a solo career, Steps, no disasters caused by the Millennium Bug.

## DID WE SAY THAT?

"So far, dodgy games have been conspicuous by their absence." Andy talks about the run-up to Christmas '99, blissfully unaware of the impending arrival of *Carmageddon*...

## Tell Us What You Really Think!

One thing that 64 MAGAZINE has always prided itself on is the forthrightness of the reviews – if we really dislike a game we'll say so, even if this doesn't make us popular with software companies! Here are a few examples of our more scathing criticisms...



**Cruis'n USA:** "Cannot have been playtested by anything in the food chain higher than a bap."

## GAMES THAT SHOOK THE WORLD

**The Legend Of Zelda: Ocarina Of Time**  
Nintendo • Issue 21 •  
Initial Score 98%

For the first time in videogaming history, a game was created that didn't take place in just levels or chapters – *The Legend Of Zelda: Ocarina Of Time* actually played out in a world. A fantasy world, yes, but it was a complete environment where you could go anywhere and, to a certain extent, do anything.

While the game gave clear pointers about what to do if you simply wanted to get on

with seeing the story progress, there was nothing to stop you wandering off into far-flung corners and just mucking about. Firing gravestones into orbit, harassing animals, blowing things up, discovering the dozens of hidden secrets and tricks that had no effect whatsoever on the story but were there just for the hell of it... fantastic. Then there was the revolutionary combat system, the stunning visuals and sound, the context-sensitive automatic climb and jump controls, and a chest full of other innovations other developers couldn't even dream of. The game the N64 will be remembered for.



## BET YOU DIDN'T KNOW

The original scores awarded to *Jet Force Gemini* and *Worms: Armageddon* were actually on a par with *Zelda* and *Goldeneye*! This fact soon prompted a major office 'discussion' about ratings...



**Mortal Kombat Trilogy:** "This dead horse hasn't just been flogged, it's been ground into dogfood and had its bones boiled up as glue."

**Clayfighter 63 1/3:** "The biggest pile of old sh\*t I've seen for years."

**Dual Heroes:** "It's as challenging as arm-wrestling Steven Hawking."

**Aero Gauge:** "All you can do is go round and round the same few courses until something more enthralling beckons. Like worming the cat."

**Off-Road Challenge:** "The challenge is to prevent yourself from vomiting."

**Cruis'n World:** "Stinks like a dead dog on a dungheap."

**Waialae Country Club:** "Even a seal club is more fun!"



**Knife Edge:** "All the in-yer-face impact of *Driving Miss Daisy*."



**Superman:** "As much fun as removing your fingernails with sandpaper."

# SCREW YOU GUYS, I'M DRIVIN' HOME!

## SOUTH PARK™ RALLY

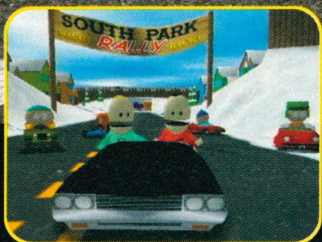


### HELLA-COOL RACING ACTION!

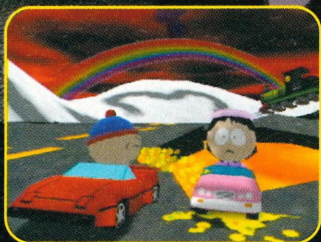
FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUNCHIEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!

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Break like the wind with  
Terrance and Phillip!



Honk if you're packin' projectile vomit,  
explosive diarrhea, and more sweet pick ups!



It's super racing fun!  
Thanks for asking!



Make the competition respect your  
authori-tah with dozens of outrageous vehicles!



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# Develop

Time to open the 'where are they now?' file!

Over the last three years a large number of N64 games have been announced, but not all of them have appeared. There have been games featured in our very first issue that have *still* yet to arrive! We thought you might be interested to see what's happened to some of these dawdlers...

## STATUS

A red light means the game is well and truly dead!

## STATUS

Amber's the colour for titles that are 'missing in action'.

## STATUS

Green is good – these games are definitely on the way!

## Rev Limit

**When?** Issue 1

**Who?** Seta

**What?** A racing game, excitingly enough.

**Where?**

Nintendo announced at the 1997 Space World show that they were going to be giving Seta some gameplay hints, as they thought *Rev Limit* looked quite decent. Since then, nothing has been heard of the game.



## Robotech

**When?** Issue 1

**Who?** Gametek

**What?** A spaceborne shoot-'em-up based on the Americanised anime. Lots of giant battleships and transforming spacecraft.

**Where?**

In a black hole. *Robotech* suffered all kinds of development problems (not least almost the entire programming team quitting), and Gametek itself has since imploded.



## Freak Boy

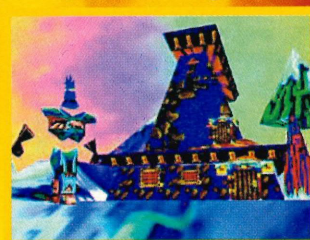
**When?** Issue 1

**Who?** Virgin

**What?** A colourful *Rayman*-style platformer, with a hero who has to find the various parts of his body during the course of the game.

**Where?**

The game was running seriously behind schedule, resulting in Virgin putting *Freak Boy* on 'indefinite hold'. In other words, scrapping it.

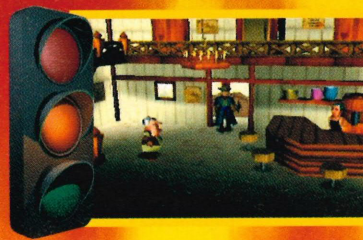


## Mother 3/Earthbound

**When?** Issue 2

**Who?** Nintendo

**What?** A more traditional RPG than the likes of *Zelda*, *Mother 3* (*Earthbound* being the Western name) was meant to be the 64DD's first adventure game. Although the 64DD is now out in Japan, *Mother 3* has still to make an appearance.



## Kirby's Air Ride

**When?** Issue 3

**Who?** Nintendo/HAL

**What?** Originally this was mooted as a strange hoverboarding type game, featuring Kirby from *Super Smash Brothers*. Then it disappeared into the wilderness for a couple of years, unexpectedly reappearing at the 1999 E3 show as plain Kirby 64, a more conventional platformer. See the new look on page 13!





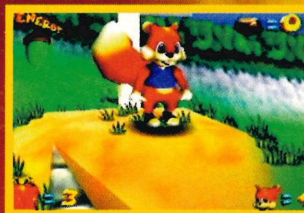
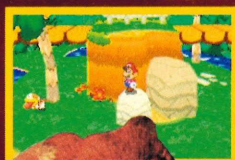
# Development Hell

## Conker's Quest

**When?** Issue 4  
**Who?** Rare  
**What?** Hard to believe, considering it's from the makers of *Banjo-Kazooie* and *Donkey Kong 64*, but it's a cutesy platform adventure!

**Where?**

After undergoing several name and design changes, the current title being *Conker's Bad Fur Day*, the starring squirrel's adventures are still under development in Twycross. It's now due for a 2000 release.

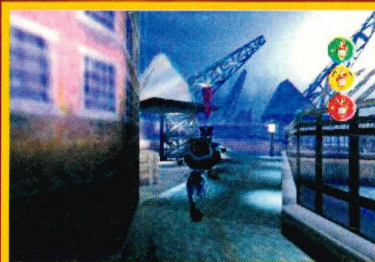


## Super Mario RPG

**When?** Issue 9  
**Who?** Nintendo  
**What?** A curious old-style adventure, featuring lots of familiar old faces. A 2-D Mario runs around on-rails, in a testing 3-D world.

**Where?**

Still supposedly on course for a 64DD release this year (not much use to UK players, admittedly), this has turned out to be one of the many Nintendo titles where development times are measured in geological eras.

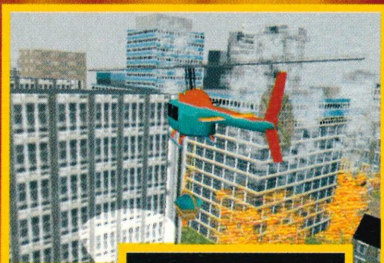


## Sim Copter

**When?** Issue 7  
**Who?** Maxis  
**What?** A 64DD game, designed to work with *Sim City 64*. The idea was that you could create cities in the latter, then switch DD cartridges and fly a helicopter around your own personal metropolis.

**Where?**

Nothing's been heard of it since – presumably it crashed and burned.



## Starcraft

**When?** Issue 15  
**Who?** Nintendo  
**What?** A conversion of the much-loved PC real-time strategy game that pits humans against two nasty alien races, the Protoss and the Zerg.

**Where?**

Although it was originally meant to appear last year, *Starcraft* has been held up by development hitches and Nintendo's unhurried approach to release schedules. However, it now looks set for a May release.



## Jest

**When?** Issue 9  
**Who?** Ocean  
**What?** A 3-D adventure starring a jester, who has to battle through several bizarre worlds to defeat the evil Tarot and become the funniest man in the universe. Or something.

**Where?**

Ocean was bought out by Infogrames, and *Jest* apparently got laughed off the stage.



## Jungle Emperor Leo

**When?** Issue 9  
**Who?** Nintendo  
**What?** A Shigeru Miyamoto 3-D adventure based on the anime that, ahem, 'inspired' *The Lion King*. You must guide Kimba the white lion, ensuring that the precocious cub becomes king of the jungle.

**Where?**

To date, the game's one and only appearance was on video at Space World '97.



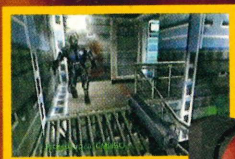
## Survivor: Day 1

When? Issue 15

Who? Konami

What? A third-person adventure game, where you play a man aboard a giant 'space ark' that has crashlanded on an alien planet. You only have a limited amount of time to escape before the ship floods, and the various other lifeforms on the ship are keen to claim the planet for themselves.

Where? This was to have been a major release for Konami's US division. However, slow progress and high costs led Konami Japan to drown the game.



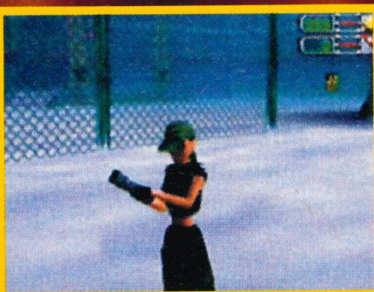
## Perfect Dark

When? Issue 15

Who? Rare

What? You know very well by now.

Where? We should have a copy in our hands by next issue – yes!



## ODT

When? Issue 15

Who? Psygnosis

What? A port of the PlayStation game, ODT sees a group of heroes running around in Tomb Raider style while blasting enemies to bits and trying to save the world.

Where? Dropped from Psygnosis' schedules like a millstone once Sony decided to take a more active, PlayStation-promoting role in the actions of its subsidiary.



## Riqa

When? Issue 27

Who? Nintendo

What? Sci-fi adventure with a Lara Croft-style heroine. Apart from the name and some very vague information, Nintendo hasn't revealed anything about the game.

Where? No sign of it on any release schedules at present.



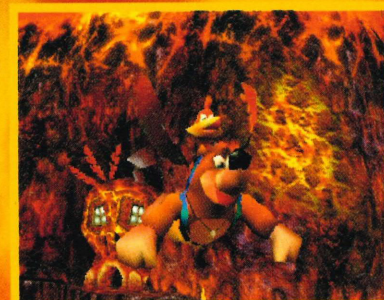
## Banjo-Tooie

When? Issue 17

Who? Rare

What? Sequel to Rare's really rather good platform extravaganza from 1998, with all-new worlds and a range of new skills for the titular bear-bird combo to learn.

Where? Rare recently released the first batch of screenshots, and has tentatively proposed mid-2000 for the launch date.



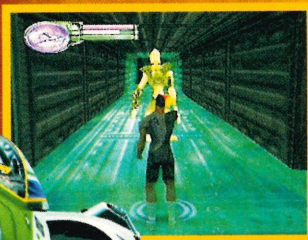
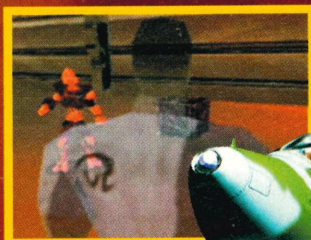
## Harrier 2000

When? Issue 16

Who? Video System

What? An ambitious attempt at an air combat sim by Pilotwings and F-1 WGP developers Paradigm.

Where? After changing its name to Harrier 2001, the game seemed to be progressing slowly but surely – until Paradigm announced it was suing Video System for unpaid development costs. Although officially Harrier is on hold, it's extremely unlikely it will ever be finished.



## X-Men

When? Issue 22

Who? Activision

What? Beat-'em-up starring the Marvel Comics mutants.

Where? With a movie on the way, the X-Men licence ought to be ripe for exploitation. Very little has been seen of the game since its announcement, but it's apparently due to appear in the not-too-distant future.



## Duck Dodgers

**When?** Issue 23  
**Who?** Infogrames  
**What?** A 3-D adventure based on one of Daffy Duck's most popular alter egos, as he tries to save Earth from Marvin the Martian.

**Where?**

Developer Paradigm has been plugging away at the game for some time, and according to Infogrames we can expect to see more of the game in the next couple of months.

## Die Hard

**When?** Issue 27  
**Who?** Fox Interactive  
**What?** You know, that balding guy with the filthy vest whose catchphrase is "Yippee-ki-ay, motherf---er, we haven't been allowed to use since issue five!"

**Where?**

A couple of screenshots aside, nothing's been heard of *Die Hard* for months.

## Daikatana

**When?** Issue 27  
**Who?** Kemco  
**What?** A first-person shooter from one of the creators of *Doom* and *Quake*, featuring a time-travelling hero and his AI companions.

**Where?**

For once, it's not the N64 conversion that's causing delays - Kemco's programmers are actually having to wait for the PC guys to finish, as they keep changing things. Since the N64 game can't be released without approval from them, it won't appear until after the PC game is finished. Whenever that is.

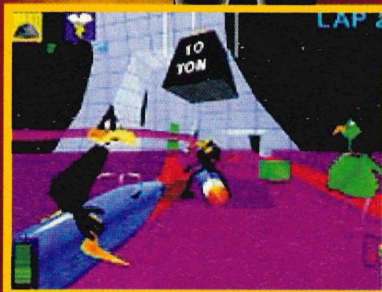
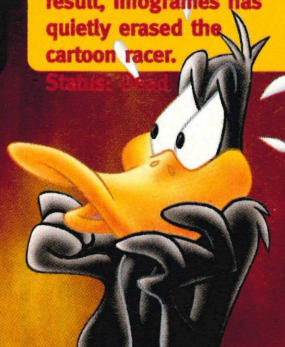
## Looney Tunes: Space Race

**When?** Issue 26  
**Who?** Infogrames  
**What?** Imagine the rocket-borne Wile E. Coyote races from *Diddy Kong Racing*, only with assorted Warner Bros cartoon stars instead of chimpy and co.

**Where?**

Development problems led Infogrames to reassign the game to another team, but the pace of programming didn't increase. As a result, Infogrames has quietly erased the cartoon racer.

Status: Dead



## Eternal Darkness

**When?** Issue 27  
**Who?** Nintendo  
**What?** A medieval adventure in the mould of *Resident Evil*, but with polygonal environments and moving cameras instead of pre-rendered backgrounds.

**Where?**

Unlike *Riqa*, *Eternal Darkness* appeared in (sort of) playable form at last year's E3 show, but in a very early stage of development. Since then, no extra light has been shed on the title.

## Wild Metal Country

**When?** Issue 17  
**Who?** DMA Design  
**What?** An intriguing piece of sci-fi action from the creators of *Body Harvest* and *Silicon Valley*. You're stranded on a planet run by tribes of intelligent robot combat machines (anyone remember *Metalzoic*?), and you have to play big game hunter and take out the think-tanks.

**Where?**

The development team had enormous problems translating the complex PC-based control system to an N64 pad, and the realistic physics were also a bit much for Nintendo's far-from-fearsome CPU. As a result, *Wild Metal Country* was sent to the scrapheap.



## Mortal Kombat: Special Forces

**When?** Issue 28  
**Who?** Midway  
**What?** *Tomb Raider* spin-off starring 'popular' *Mortal Kombat* characters.

**Where?**

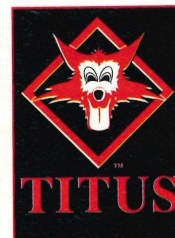
Scrapped by Midway because it was, well, dump.



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TOTAL  
GAMES  
NETWORK

# The Results!

**T**he vote is in – these are the best 100 games of the Millennium, as voted for by readers of Paragon Publishing's videogame magazines. Well over 300 different titles on every format imaginable were nominated by thousands of readers, spanning more than 20 years of videogame history!

On this spread we bring you the complete Top 100 games, some of which may surprise you. Over the page we take a closer look at the top N64 titles. If you disagree with the results, hey, that's democracy for you!

## GAME FORMATS

This is the list of all the machines used to play the Top 100 games. Games that appear on more than one machine are counted under 'Multiple Format'.

MULTIPLE FORMAT	40
SONY PLAYSTATION (PSX)	31
NINTENDO N64	8
SEGA MEGA DRIVE	5
NINTENDO SUPER NES (SNES)	5
PC	4
ARCADE	2
SEGA DREAMCAST (DC)	1
NINTENDO GAME BOY	1
SEGA MASTER SYSTEM	1
NINTENDO NES	1
SINCLAIR ZX SPECTRUM	1

## GAME PUBLISHERS

Who makes the best games? This list adds up to more than 100, because in some cases publishers and developers both get an entry (for example, Rare).

NINTENDO	12
SEGA	11
EA/EA SPORTS	8
SONY	7
EIDOS	6
NAMCO	6
CAPCOM	5
GT INTERACTIVE	4
KONAMI	4
RARE	4
TEAM 17	4
ACCLAIM	3
CODEMASTERS	3
ID	3
INFOGRAMES	3
SQUARE	3
BULLFROG	2
SENSIBLE SOFTWARE	2
TAITO	2
3D REALMS	1
ATARI	1
BLIZZARD	1
BUG BYTE	1
FOX INTERACTIVE	1
GREMLIN	1
LUCASARTS	1
MICROPROSE	1
MICROSPHERE	1
MIDWAY	1
PSYGNOSIS	1
SIERRA	1
WESTWOOD	1

## GAME CATEGORIES

How the Top 100 broke down in terms of game type. What kind of videogame is the most popular?

GENRE	VOTES
RACER/DRIVING	18
ADVENTURE/RPG	14
SPORTS	12
3-D PLATFORM	11
2-D PLATFORM	9
FIGHTING	9
FIRST-PERSON SHOOTER	9
STRATEGY	8
SHOOT-'EM-UP	6
PUZZLE	2
SIMULATION	2

# Millennium Games Awards

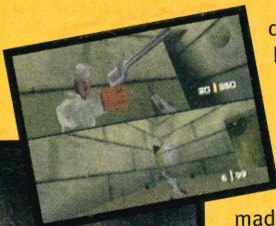
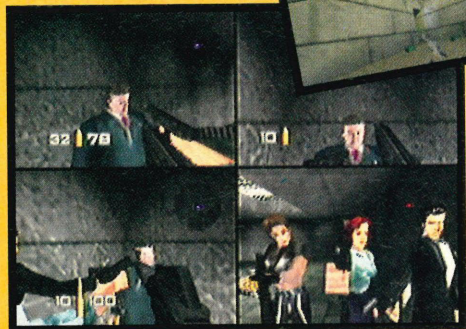
Pos	Game	Publisher	Platform	Pos	Game	Publisher	Platform
1	Goldeneye	Nintendo/Rare	N64	51	Crash Bandicoot	Sony	PSX
2	Metal Gear Solid	Konami	PSX	52	Banjo-Kazooie	Rare	N64
3	Gran Turismo	Sony	PSX	53	Sensible Soccer	Sensible Software	Multi
4	Tekken 3	Namco	PSX	54	Secret Of Mana	Square	SNES
5	Tomb Raider	Eidos/Core Design	Multi	55	LMA Manager	Codemasters	PSX
6	Resident Evil 2	Capcom	Multi	56	Championship Manager 3	Gremlin	PC
7	Sonic The Hedgehog	Sega	Mega Drive	57	Crash Team Racing	Sony	PSX
8	Final Fantasy 7	Square	PSX	58	House Of The Dead 2	Sega	Multi
9	Worms	Team 17	Multi	59	Sensible World Of Soccer	Sensible Software	Multi
10	Driver	GT Interactive/Reflections	Multi	60	Worms Armageddon	Infogrames/Team 17	Multi
11	Resident Evil	Capcom	PSX	61	Mission: Impossible	Infogrames	Multi
12	Final Fantasy 8	Square	PSX	62	Ready 2 Rumble	Midway	Multi
13	The Legend Of Zelda: Ocarina Of Time	Nintendo	N64	63	Bubble Bobble	Taito	Multi
14	Street Fighter II	Capcom	Multi	64	Crash Bandicoot 2	Sony	PSX
15	Super Mario Kart	Nintendo	SNES	65	Sonic The Hedgehog 3	Sega	Mega Drive
16	Mario Kart 64	Nintendo	N64	66	Road Rash	EA	PSX
17	Quake 2	Activision/id	Multi	67	Sega Rally	Sega	Multi
18	Tomb Raider 3	Eidos/Core Design	Multi	68	Donkey Kong Country	Nintendo/Rare	SNES
19	Tomb Raider 2	Eidos/Core Design	Multi	69	Tenchu	Activision	PSX
20	FIFA 2000	EA Sports	Multi	70	Soul Blade	Namco	Multi
21	Super Mario World	Nintendo	SNES	71	Elite	Various	Multi
22	Grand Theft Auto	GT Interactive/DMA Design	Multi	72	ISS Pro '98	Konami	PSX
23	Silent Hill	Konami	PSX	73	Streets Of Rage	Sega	Mega Drive
24	WWF Attitude	Acclaim	Multi	74	Theme Park	EA/Bullfrog	Multi
25	Super Mario 64	Nintendo	N64	75	V-Rally 2	Infogrames	PSX
26	Tony Hawk's Pro Skateboarding	Activision	PSX	76	Soul Reaver	Eidos	PSX
27	FIFA '99	EA Sports	Multi	77	Starcraft	Blizzard	PC
28	Dino Crisis	Capcom	PSX	78	Star Wars: Episode 1 Racer	LucasArts	Multi
29	Syphon Filter	Sony	PSX	79	Spyro The Dragon	Sony	PSX
30	Tomorrow Never Dies	EA	PSX	80	Super Mario Bros	Nintendo	NES
31	Soul Calibur	Sega	Multi	81	Time Crisis 2	Namco	Arcade
32	Tomb Raider 4	Eidos/Core Design	Multi	82	WWF Warzone	Acclaim	Multi
33	Colin McRae Rally	Codemasters	PSX	83	Manic Miner	Bug Byte	Spectrum
34	Resident Evil 3	Capcom	PSX	84	Streets Of Rage 2	Sega	Mega Drive
35	Tekken 2	Namco	PSX	85	Worms 2	Team 17	Multi
36	Grand Theft Auto 2	GT Interactive/DMA Design	Multi	86	Wipeout 2097	Psygnosis	PSX
37	Die Hard Trilogy	Fox Interactive	PSX	87	Pilotwings	Nintendo	N64
38	ISS Pro Evolution	Konami	PSX	88	Duke Nukem 3D	GT Interactive/3D Realms	Multi
39	Tetris	Various	Multi	89	TOCA 2 Touring Cars	Codemasters	PSX
40	Command & Conquer	Various/Westwood	Multi	90	WCW Mayhem	EA	Multi
41	Doom/Doom 2	id	Multi	91	Diddy Kong Racing	Rare	N64
42	Time Crisis	Namco	Multi	92	Gauntlet	Atari	Multi
43	Sonic Adventure	Sega	DC	93	James Pond	EA	Mega Drive
44	Half-Life	Sierra	PC	94	Skool Daze	Microsphere	Multi
45	Pokémon Red/Blue	Nintendo	Game Boy	95	South Park	Acclaim	Multi
46	Crash Bandicoot 3	Sony	PSX	96	Legend Of Zelda: A Link To The Past	Nintendo	SNES
47	GP 500	Microprose	PC	97	Tekken	Namco	PSX
48	Space Invaders	Taito	Arcade	98	1080° Snowboarding	Nintendo	N64
49	Out Run	Sega	Multi	99	Legend Of Kain 2: Soul Reaver	Eidos	PSX
50	Sonic The Hedgehog	Sega	Master System	100	Syndicate	EA/Bullfrog	Multi



# AND THE WINNER IS... Goldeneye

Nintendo/Rare, 1997

To be honest, we weren't all that surprised that *Goldeneye* topped



deserved victory – not only has the N64 been home to what a huge number of people consider the best game ever, but that game is also as British as Winston Churchill and mad beef!

What did Rare think of their game being voted the best of all time? We asked, they told...

"It's quite an honour to be given the title of 'Game of the Millennium' by all of your readers – we knew that we had a good game, but didn't expect that it would become the game that it has! Hopefully we can go on from this and surpass it, and in *Perfect Dark* we think that we have the game that can do just that."

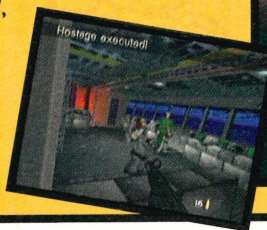
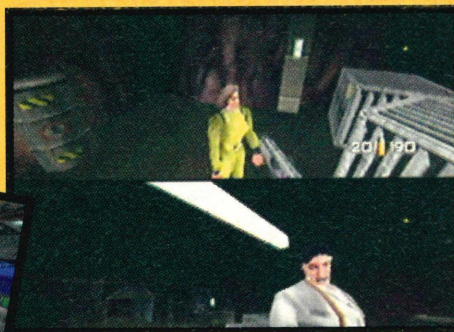
The team that created *Goldeneye*, July 1997.



the chart – after all, it is one of the best games ever written. What was surprising was the scale of its victory! *Goldeneye* actually got more

votes than all the other N64 games in the Top 100 combined, and also saw off all PlayStation opposition. Even the second-placed *Metal Gear Solid*, which was a long way clear of *Gran Turismo*, was well and truly trounced.

So, congratulations to Rare on their well-



## N64 RANKINGS

A total of 22 games in the Top 100 have appeared on the N64, though most of them have also appeared on other formats as well. To see the top N64-only titles, check out the N64 Exclusive Rankings chart to the right.

1	Goldeneye	Nintendo/Rare
2	Resident Evil 2	Capcom
3	The Legend Of Zelda: Ocarina Of Time	Nintendo
4	Mario Kart 64	Nintendo
5	Quake 2	Activision/id
6	WWF Attitude	Acclaim
7	Super Mario 64	Nintendo
8	FIFA '99	EA Sports
9	Command & Conquer	Various/Westwood
10	Doom	Various/id
11	Banjo-Kazooie	Rare

12	Worms Armageddon	Infogrames/Team 17
13	Mission: Impossible	Infogrames
14	Ready 2 Rumble	Midway
15	Star Wars: Episode 1 Racer	LucasArts
16	WWF Warzone	Acclaim
17	Pilotwings	Nintendo
18	Duke Nukem 3D	GT/3D Realms
19	WCW Mayhem	EA Sports
20	Diddy Kong Racing	Rare
21	South Park	Acclaim
22	1080° Snowboarding	Nintendo

## N64 EXCLUSIVE RANKINGS

As you can see, only eight games in the Top 100 are unique to the N64... and they all come from just two companies!

1	Goldeneye	Nintendo/Rare
2	The Legend Of Zelda: Ocarina Of Time	Nintendo
3	Mario Kart 64	Nintendo
4	Super Mario 64	Nintendo
5	Banjo-Kazooie	Rare
6	Pilotwings	Nintendo
7	Diddy Kong Racing	Rare
8	1080° Snowboarding	Nintendo

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REVIEWED  
THIS ISSUE!

# 64

## MAGAZINE

# reviews

### Those Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

### Ninfo

#### PLAYERS

The number of people who can play the game.



#### EXPANSION PAK

Does the game support Nintendo's Expansion Pak for extra features?



#### RUMBLE PAK

Can you plug in a Rumble Pak and shake along with the game?



Publisher:	The company selling the game
Developer:	The company that wrote the game
Game Type:	What sort of game it is – sports, racing, fighting, whatever
Origin:	The country where the game was written
Release:	The date the game will be on sale
Price:	Gee, see if you can work this one out!

### \$64,000 Question

⊕ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!

### Memory Options

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?

page  
42

# CASTLEVANIA: LEGACY OF DARKNESS

### PAL Performance

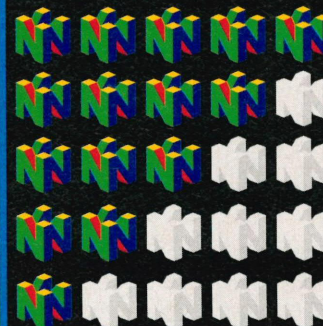
In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

### Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

### 64 Magazine Rating

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near flawless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly you wonder why they bothered!



# 64 Bottom Line Controls



What do all those buttons on the pad do? We try to make sense of the insanity!

## Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

## Rating

### Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

### Audio

Does it sound like music to your ears, or nails down a blackboard?

### Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

### Challenge

Will it keep you coming back for more, or be finished in five minutes?

## Overall



The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

## Soundbite

The game in a nutshell, for the truly lazy reader!

41



### 48 MARIO PARTY 2

More cake for Mario!

### 52 BATTLEZONE

Tanks a million!

### 56 ECW Hardcore

The wrestlers you've never heard of!

### 60 BATTLETANX 2

What, another tank combat game?

### 64 CYBER TIGER

Golf gets a bionic makeover!



## Final Score

95%+



EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 Magazine IS THE MOST BRUTALLY TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

Sharpen those fangs! Dracula has come back from the grave for a second bite...

# Castlevania: Leg



## Memory Options

MEMORY:  
N/A  
CONTROLLER PAK:  
Holds game saves



**Ninfo**

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher	Konami
Developer	Konami
Game Type	Adventure
Origin	UK
Release	March
Price	£44.99

Chasing what appears to be a modern trend *Castlevania: Legacy Of Darkness*, like all follow-ups these days, is set in the time before the first game. Don't start drooling all over this 'brand new' instalment of the vampire feast yet though, wipe your mouth and prepare to be shocked. Konami have decided to take advantage of the 'prequel' tag by re-using many features from the original title. This includes locations, enemies and even bosses, but hold on, it isn't that much of a cop out – honest!

The *Legacy Of Darkness* story takes place eight years before the original N64. You play Cornell, one of the four selectable characters in the game (and

virtually all the levels are exact copies of their *Castlevania* counterparts. It's amazing how eight years hasn't effected the scenery, or even the textures at all! You could feel understandably miffed if you bought the game first time round. On the other hand, if you're completely new to the whole N64 *Castlevania* 'creatures of the night' genre, you won't be feeling in the least bit cheated playing this game.

What's particularly striking is that most of the enemies you come across, including all the bosses, are rehased from the first game. If you've played the first game and defeated some of the original bosses, such as the huge skeleton, you'll know what to expect.

Admittedly, the bosses have been given a few extra moves to give them a fighting chance, but there is not enough of a difference to provide a

challenge to hardened veterans. Disappointingly, most if not all of the old tactics, will work in this new game.

### Smelly Garlic

Those who have played the original will also find the game a little predictable. For example, by the time you get to the castle approach, you know that you are going to be confronted by three-headed dogs. It's the same with the Nazi

Despite the fact he is literally up to his neck in it, Cornell still has time to dispose of all the intimidating-looking lizard men.



Something tells me Dracula isn't the most welcoming of hosts! A bit further on, you'll also stumble on collapsing floors!

### Deep Rising

The end of the first level climaxes with a battle against a huge water dragon, who sinks your boat and attacks you as you try to scramble to dry land.



## The locations and baddies are as familiar as an old friend!

the only one playable to begin with), who is officially a man-beast. Like a good wolf, Cornell has been away training his inner powers, and now has the ability to change between man and beast whenever he wants. After a year of travelling and 'discovering' himself, he returns to his village to find the buildings burnt to the ground and his sister Ada missing. This may not be the warmest of welcomes, but it's a picnic compared to what lies ahead, as Cornell jumps on a ship and heads to Dracula's castle to save Ada.

### Blinding Sunlight

The first and entirely new level of the game, takes place on Cornell's voyage. Though, of course, it isn't exactly difficult or in-depth (no pun intended), it does at least mean it will be a little while before you see any of the old locations. From here on in,

**\$64,000 Question**

- Improved graphics
- All new storyline
- Four characters
- Some new locations
- A lot of rehased sections
- Fog's still there
- Camera can still be annoying
- Too similar to original

# Legacy Of Darkness

## Powerslave

Just like the first game, collecting shield power-ups will increase the strength of your attacks. Collect a few and you'll be able to take down the evil undead hordes with ease.



When you start the game (and after each time you die), you'll be given the bog-standard normal blue attack.



Collect one of the power-ups and watch the impressive new lighting display, though, and you'll be promoted...



...to purple, then eventually to the final level with another power-up which gives you the all-powerful red attack!



▲ After getting off the ship and scaling a huge cliff face, lightning strikes, sending a huge burning tree falling your way.

motorbiking skeletons – you will be able to just shrug them off, because they are nothing new.

If you are a huge fan of the long running series, and have the very blood in your heart set on buying this, you won't be disappointed. Sure the locations are the same and the baddies are as familiar as an old friend, but the story and puzzles are brand spanking new. Just because you know the areas inside-out doesn't mean you'll know



but they may also get more from the experience. Although *Legacy of Darkness* does provide some background information, it isn't a stand-alone title. Compare it to having seen *The Phantom Menace* without knowing the other three films – it'll be good, but some of the story will be lost on you.

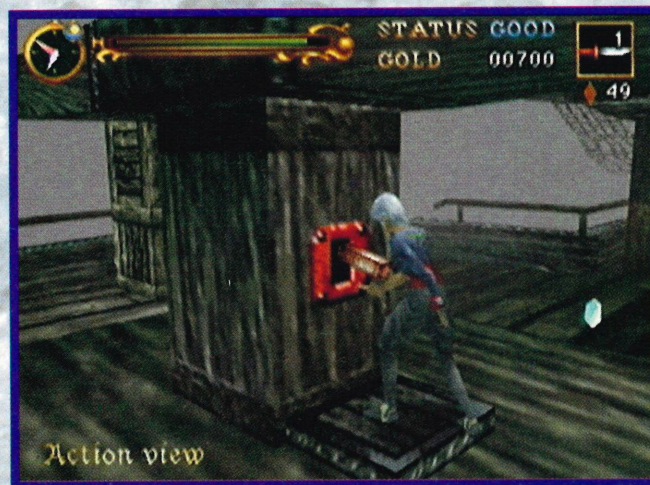
## Evil Crucifixes

Thankfully *Legacy Of Darkness* makes use of the Expansion Pak, for improved high-resolution

## Legacy Of Darkness is what the first game always should have been...

▼ Demonstrating the sheer complexity of the puzzles, Cornell stumbles across a switch cunningly 'hidden' in the open.

where to turn first, or what to do around every corner. Undeniably those who have played the original will have a distinct advantage over everyone else,

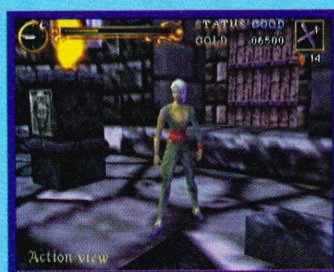


graphics. To make things better still you also get some improved in-game cut-scenes, which help move the storyline along a bit more smoothly (or give you time to make a cup of tea without too much fear of coming back to see your character lying in a pool of blood). This improvement in resolution does necessitate a slight drop in frame-rate, but as the camera still makes controlling your character difficult, it isn't all that noticeable or annoying.

In fact, the control system and the camera have been as faithfully reproduced as all the levels and textures in the game. Suffice to say, if you were frustrated by the unforgiving camera as you jumped from platform to platform the first time round, don't buy this game. In fact, nearly all of the drawbacks of the first game have been carried over to *Legacy Of Darkness* along

## Of Wolf And Man

Collect the red crystals throughout the game and you will be able to change into a wolf for a limited amount of time to give your opponents a good pasting. Annoyingly, once you have changed and torn everyone limb from limb, you cannot change back to save on crystals.





▲ Who needs weapons when some good old-fashioned country and western music will do ten times the amount of damage?



▲ No, they're not dancing round the fire – this is the result of a holy water vial, deadly to everyone but you – of course!

## Dust And Bones

Due to popular demand, the huge skeleton boss from the first game makes a reappearance for the prequel. He even has a few new attacks. Odd how he manages to piece himself back together after being reduced to rubble!



▲ First-person view may help with looking around, but you won't be able to attack anyone. He has got a lovely smile, though.

## Shipwrecked

Your initial journey on a strangely deserted ghost ship takes a turn for the worse after a sea monster punches a hole in the hull. After a narrow escape from a watery doom, you find yourself conveniently right next to the Count's castle.





with every single texture of each level. Fog may be befitting a title drenched in horror, but it doesn't exactly do the game any favours.

### Pointy Stakes

The game does impress with its efforts to offer a serious amount of replay value. Let's face it, replay value isn't something you'd usually associate with an adventure game. Konami is trying to change all that by giving you four characters to choose from, all of whom

money on what is essentially a rehash. *Castlevania: Legacy Of Darkness* is definitely a superior game to the original, but so much of the game is almost exactly the same! There really are too few additions to justify the purchase. The story and some of the puzzles maybe different, but as this is basically a glorified platformer, the puzzles are rarely more cerebral than switch-flicking and key-finding anyway. This is the perfect game if you're new to the *Castlevania* franchise, hence the high score. If you

46

**There's little point spending more money on what is essentially a rehash!**

have their own individual storylines! As well as new werewolf boy Cornell, you get the two characters from the first game, Carrie and Reinhardt. Add to this another new character, the shotgun wielding Henry, and you get more than the odd two or three hours of gameplay for your money.

However, if you've got or played through the first game there is little point spending more

have played the first game, knock 20% off the final mark. *Legacy Of Darkness* is what the first game always should have been, not a giant step forward. ■



## 2nd opinion

I'm having this incredible feeling of deja vu... *Legacy Of Darkness* cheekily reuses about 90% of *Castlevania*, so it's a waste of money if you've got the first game. If you haven't, it's an enjoyable (if fiddly) adventure, but it's a bit dated now. **ANDY McDERMOTT**

### Rating

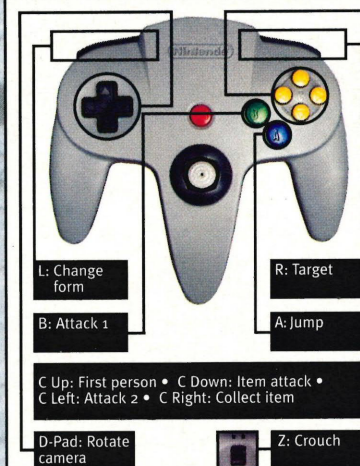


## Legacy Of Castlevania

*Castlevania* is one of the longest-running videogame titles, and has managed to span loads of formats. Over ten vampire-filled titles have graced the Game Boy, PlayStation, NES and SNES. The game's come a long way since its 2-D incarnation.



## 64 Bottom Line Controls



## Alternatives

*Castlevania*: Konami  
Reviewed: Issue 24, 85%  
*Nightmare Creatures*: Activision  
Reviewed: Issue 24, 55%

## Rating

### Graphics



### Audio



### Gameplay



### Challenge



### Overall

# 86

### Soundbite

This is merely a successful remake rather than a sequel.



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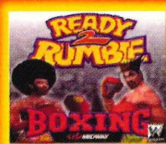
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64  
MAGAZINE

MARIO PARTY 2

REVIEWS

Written by:  
Andy McDermott

48

# Mario Party



64 Magazine Issue 37 2000

Supplied by:  
Control Zone

Contact info:  
(01590) 677144



# Party 2

**Ninfo**

**PLAYERS**

**EXPANSION PAK**

**RUMBLE PAK**

Publisher	Nintendo
Developer	Hudson Soft
Game Type	Party
Origin	Japan
Release	Out now (import)
Price	£54.99

**Memory Options**

**MEMORY:**  
Saves coins collected and mini-games opened

**CONTROLLER PAK:**  
N/A

**\$64,000 Question**

- + Lots of new games
- + Great multiplayer fun
- + Variety of mini-games
- Some games a bit dull
- No advance at all over first game

## Is this the face of all tomorrow's parties?

**W**ith the original *Mario Party* being such a success, it was as inevitable as a *Zelda* game being delayed that a sequel would appear. Sure enough, *Mario Party 2* has hit US shores, with a British release scheduled for June. Better stock up on cakes and party poppers!

The story this time round – well, 'story' is probably too strong a word for it – is that the regular *Mario Party* posse is arguing about what their world of board games should be called. Mario naturally favours 'Mario Land', Wario is all for 'Wario Land', and... you get the gist. The ever-sensible Toad suggests that whoever wins the game and defeats the evil lizard king Bowser gets the ego-massaging reward of naming the place after themselves, and from there it's a dice-rolling free-for-all of brutal violence! Well, not really.

*Mario Party 2* actually features fewer game boards than its predecessor, with

enough) instead of 50. Some of the games are just rehashed versions of ones from the first game, but there are enough new ones to prevent *Mario Party 2* seeming like a quick rip-off.

### Party Hard

A handful of extra options and gimmicks have also been added to the mix. Most of the new features are cosmetic – the game played well enough the first time, so Nintendo was wise not to meddle too much. (Developers Hudson thankfully resisted the temptation to 'improve' things as they did with their *Bomberman* games.) The characters wear costumes appropriate to each board, such as Mario's distinctly camp Village People cowboy outfit featured on this issue's cover. However, the costumes generally don't appear in the mini-games.

A new feature is the Mini-Game Coaster, a kind of cut-down board game for just one player. Once you've bought enough mini-games to

activate it, you have to travel down the tracks through nine different

worlds, successfully completing each game in turn. It's a faster way of playing than having to slog around an entire

board, but it's still not something that can be picked up and played through in just a few minutes.

Aside from these few tweaks, the new game plays just the same as before. Up to four people can take part, the N64 filling in if there aren't enough human players. Each player takes it in turns to roll – or rather, head-butt – the dice and move around the board, with coins to collect and secret items to uncover along the way. At the end of each round, the players take part in a mini-game; usually these are a case of every man, woman, monkey or hermaphrodite dinosaur for themselves, but on occasion three-on-one or two-on-two games pop up.

As before, the games are simple, rarely using more than the analogue stick and one button to control each contestant, and are generally over in less than a minute. Their sheer simplicity means that a few of the games are fairly tedious, but on the whole they're playable enough in short bursts. Sensibly, *Mario Party 2* seems to remember which games have already



## Just a slightly improved version of Mario Party...

only five to choose from at the start. To make up for this, there are more mini-games to play, 64 (appropriately



▲ Veterans of *Mario Party* will recognise this game immediately. Luckily, it's still one of the better mini-games.



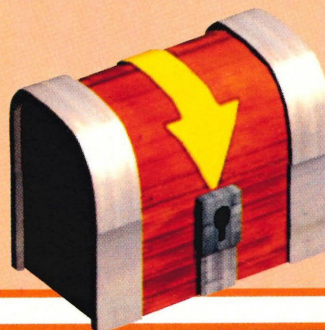
▲ This is one of the trickier mini-games. If the Chain Chomp wakes up and spots you, he'll swallow you whole!



▲ The players change their clothes to suit the board they're playing. For Mystery Land, they don khakis and pith helmets!

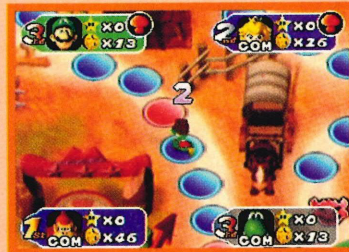
## Board Stiff

Mario Party 2 has five boards, plus a hidden Bowser board to discover!



### Pirate Land

Yaar, Jim lad, and so on. A pirate galleon bombards unlucky players with cannonballs, knocking them back to the start.



### Western Land

Six-shooting antics in a Wild West town. Watch out for the train that circles the board – it'll run you down!



### Mystery Land

Four ancient relics await budding Indiana Joneses, but there's a curse lurking to slow down the unwary!



**Mario Party 2 is better rented than bought...**

### BYOB

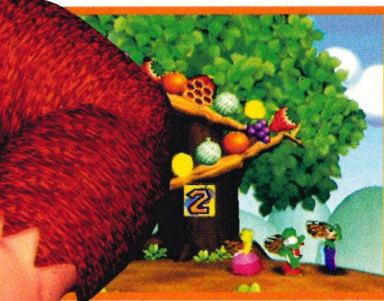
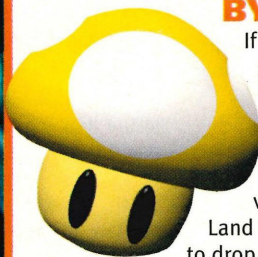
If you don't feel like playing through an entire board to see the mini-games, you can visit Mini-Game Land which allows you to drop straight into the game of your choice.

However, to make sure that you play the game as intended, you can't access the mini-games until you've played through the boards and earned coins. If you want to play a particular game at

any time, you have to buy it in Mini-Game Land after completing a board.

Players familiar with the first game will find that very little has changed this time around. The graphics are of the same style and quality as before, and the sound is similarly unremarkable, and though some of the specifics of the new mini-games may have changed, beneath the surface most of them play just like their predecessors. You may be dangling from balloons instead of sitting in boats, or keeping track of moving barrels instead of shells, but otherwise a lot of *Mario Party 2*'s games are very familiar.

Like the original *Mario Party*, *Mario Party 2* is designed for group play – as a one-player game it has limited appeal, since the mini-games are all very simplistic and defeating computer-controlled players isn't a patch on slapping down your friends. The increased number of games makes it a slightly better bet than the first game, and it's certainly a lot more enjoyable than *Chef's Luv Shack*. However, even with the new tweaks and additions it's still just a slightly improved copy of *Mario Party*, and if you already own the first game it's not nearly different enough to be worth buying. In fact, *Mario Party 2* is the kind of game that's better off being rented than bought. ■

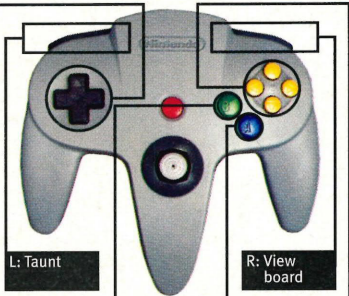


▲ All the boards contain a shop, where coins can be traded for items. Some of them help you around the board, while others hinder your opponents.



▲ The backdrop may have changed, but Koopa bowling still works in the same way as before – guide the shell to knock down the other players.

# 64 Bottom Line Controls



L: Taunt

R: View board

B: Cancel/use item/action

A: Accept/roll dice/action

C Up: Not used • C Down: Not used • C Left: Mini-game info/controls • C Right: Mini-game info/controls

D-Pad: Not used

Z: View map

## Alternatives

Mario Party: Nintendo  
Reviewed: Issue 24, 80%  
Chef's Luv Shack: Acclaim  
Reviewed: Issue 34, 69%

## Rating

### Graphics



### Audio



### Gameplay



### Challenge



## Overall



81

## Soundbite

Slightly better than its predecessor, but far from being an essential purchase.

51



### Space Land

Welcome to Deep Space 64! Bowser has built a coin-stealing laser weapon – don't be in its path when it fires.



### Horror Land

Ghosts and ghouls and things that go 'Aaaargh!' in the night. When it gets dark, your choice of directions is limited.



## It's A Megablast!

Bowser's satellite weapon is primed and ready to fire – every time a player reaches the centre of the board, the timer goes down! When it reaches zero the Coin Beam fires, and any player in its path will find their coin count reduced to nothing.



▲ Bowser sometimes crashes the party and storms around the board, if he runs into you he'll steal all your coins.



▲ One player becomes Bowser and controls the swirling quicksand – the others have to collect coins without being sucked in.



## 2nd opinion

It doesn't matter what anybody says – Mario Party rocks! Okay, so it's probably not the greatest one-player game in the world, but if you've got any mates this is a winner. If you've got the first one... well, trade it in and get this. You know it makes sense! **MARTIN MATHERS**

## Rating





## Ninfo

## PLAYERS



## EXPANSION PAK



## RUMBLE PAK



Publisher: Crave Entertainment  
Developer: Climax  
Game Type: Strategy/Shoot-'Em-Up  
Origin: UK  
Release: March  
Price: £39.99



## Memory Options

MEMORY:  
N/A  
CONTROLLER PAK:  
Saves game progress



## \$64,000 Question

- + Great gameplay
- + Lots to do
- + Four players supported
- Unacceptable graphics
- Aiming not easy
- Still just a shooter

## Ready, Aim...

To get used to the handling in this game, it's a good idea to play around in the Training mode for a while. Leading you through an obstacle course, this will teach you everything you need to know about controlling your lovely new killing machine.



# Battlez

## Rise Of The Black Dogs

There's life in the old dog yet!

In yet another travesty of an N64 plot, Earth's resources have been depleted and everyone has taken to the stars in search of new wealth and alien technologies. To cut a long story short, this game is all about blasting the opposition and stopping them from getting what you want. Depending on which team you run for, the opposition are either the Americans, the Soviets or that well-known nation, the Black Dogs.

What makes *Battlezone* different is that it isn't just your run-of-the-mill,

which gives this recipe a bit of extra flavour is a small sprinkling of strategy. By using a simple but effective menu during the game you can control your troops, turrets and production in the 3-D world, all from your first-person perspective. This basic strategy element may not be up to the standards of *Command & Conquer*, but this simplicity ensures playability.

Striking the perfect balance between strategy and good old-fashioned arcade blasting makes *Battlezone* a more than playable game.

### The perfect balance between strategy and blasting!

blast everything shooter. In fact, if it were then there would be absolutely no reason to fork out money for this game. The crucial element

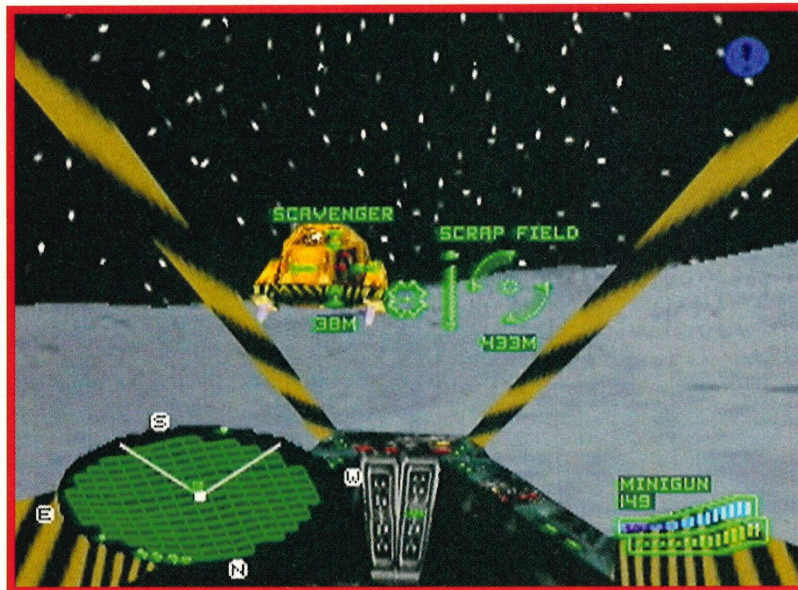
once, this isn't a bad thing because you can concentrate on tactics. For example, on a defensive mission, you can command friendly units, so you might order your army to protect specific areas or tell them to attack incoming enemies. It doesn't end there though, because once you build up enough





▲ In the heat of the battle things can get quite confusing, as missile trails from all the vehicles fill the sky with smoke.

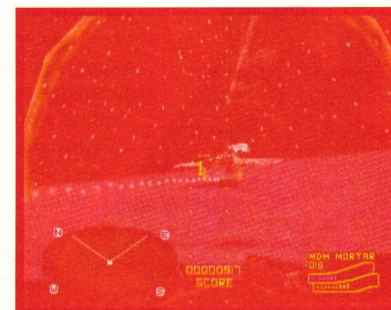
► If a target starts to smoke and flame like this you might as well save your ammo, because it's on its way to scrap metal heaven.



▲ One of the Scavengers heads towards a scrap field to collect resources. It looks more like a taxi than a harvesting machine!



▲ On some of the missions in the game you have a choice of tanks to pilot, as well as a few reserves in case things go wrong!



▲ In a blistering display of graphical prowess, explosions make the screen turn a nice shade of red. Industrial Light & Magic watch out!

# one:



resources you can place sentry turrets and construct other vehicles to back you up.

## Tank Boys

If all this planning and tactics sounds too much, you can choose to play through the game on a variety of settings which double up as difficulty levels. First up is Arcade, which is a standard blastfest, but then you have the two scenario-based modes of Pilot and Commander. In Pilot mode all the

defences are built for you and all units do what they think is best, so you can concentrate on the job at hand. This is good to start out with, but after a while it can become frustrating when the computer AI doesn't do what you want. When you are ready to become a full commander, you can try the next setting up. On *Battlezone's* highest level of difficulty, you decide exactly what all your tanks do and where they do it.

As you might expect from a game set in the future, the tanks you get aren't

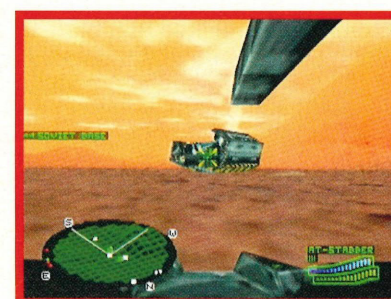
exactly the average Sherman that you'd find at your local arms dealer. Each of the tanks you can pilot not only offers a variety of high-tech weapons, some of which can be collected as power-ups on each level, but can also hover. With enough momentum, you can effectively get the tanks to jump. This is essential on the later levels when you have to make your way up steep lunar dunes.

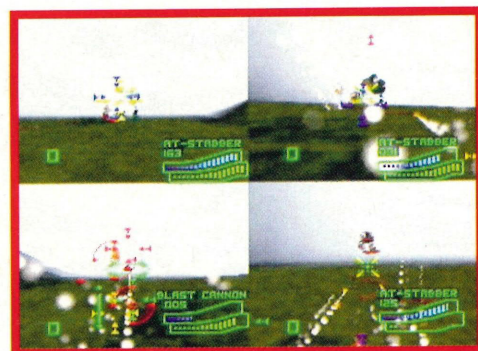
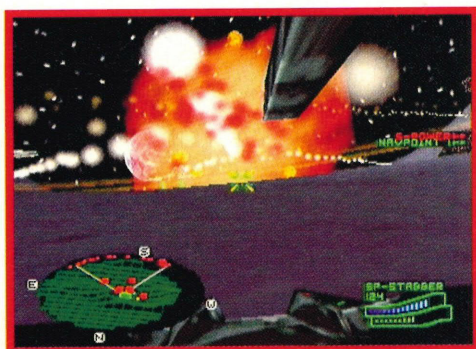
Momentum is unfortunately one thing this game isn't short of. Perhaps it's the gravity on the various planets, but controlling the tanks is one of the



## The Last Resort

When the going gets tough, the tough get out fast! If your energy runs out on the tank, you are automatically ejected into the night sky. A short trip to the ground later, you are on foot ready to infiltrate enemy lines or hop into another tank.





biggest problems that needs to be overcome, when learning how to play *Battlezone*. Getting from A to B is fine, but trying to shoot anything down along the way is quite difficult until you get used to the handling. This isn't helped by the fact that the 'lookspring' function cannot be turned off, so you have to hold the analogue stick precisely in position when you want to line up your shots. Thankfully, the computer does auto-aim to some degree, but successfully targeting moving opponents with the basic weapons can be frustratingly difficult.

What really brings *Battlezone* down to Earth are the completely unacceptable visuals. As you can see from the screenshots, the graphics would not grace a first-generation N64 game. What really puts the icing on the cake is the fact that the game uses the

Expansion Pak.

**The graphics are like a first-generation N64 game!**

▼ Many of the missions involve escorting other vehicles. Of course, you have to take them through the most dangerous areas.

Fair enough, the desolate planets that you battle across are supposed to be barren, but shouldn't this have allowed them to improve the quality of the other sprites in the game? The vehicles may be reasonably well-designed compared

to the landscapes, but they still look as if they were found in some ancient graphical wastebin.

### Shell Games

*Battlezone*'s dull appearance is accompanied by awful explosion and weapon effects as well. This does the game no favours at all. Killing things would be a lot more fun if the screen were to fill with massive brightly-coloured explosions, dancing with spinning shrapnel. Instead, what you get is a puff of smoke, followed by a fireball which looks as powerful as a Bic lighter. At best, all you get is a shockwave which is about as awe inspiring as watching *Lost In Space*. The sound effects for all this space war aren't exactly divine either, but then sound never did travel well in space.

Having said that, any explosion is going to be a welcome sight when you're battling against your mates in a four-player space deathmatch. To spice up the action, you can even enter some computer drones to take pot shots at. This is nowhere near as much fun as many other

multiplayer games, but the advantage it does have is that you can play a strategy game as well as the usual deathmatch. If

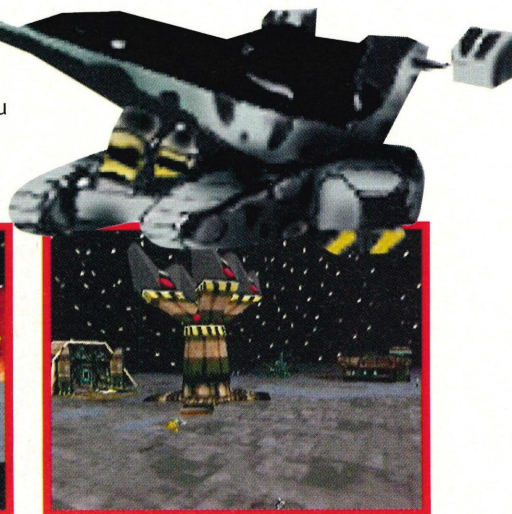
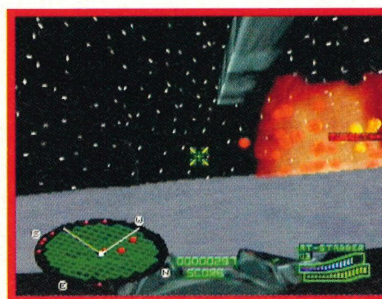
commanding units against human opponents isn't enough for you, there is also the third option to race against your friends from checkpoint to checkpoint across the lunar landscapes.

Of course, if the odd bullet hits the other racers by mistake then that's their problem...

*Battlezone: Rise Of The Black Dogs* has some great and involving gameplay, but unfortunately

it is held back by

its terribly old-fashioned visuals. If you want an all-out blasting tank game go for *Battletanx* (reviewed in this issue). If, on the other hand, you fancy a bit of strategy and can see past the cosmetics and through to the gameplay, get *Battlezone* instead. ■

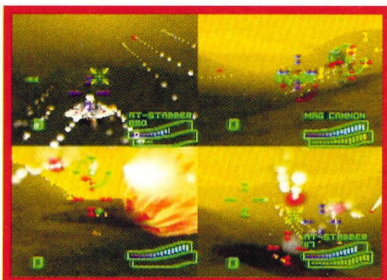


## Respect My Authoritah!

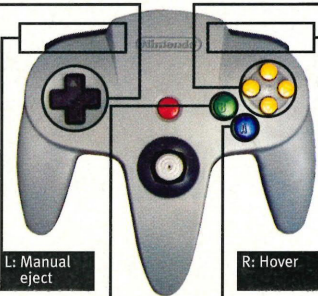
Playing in Commander mode, you can order your troops to do whatever you want. With the use of a drop-down menu accessed with the D-Pad you can not only order fellow vehicles, but can build sentry turrets and other tanks. Simply select where you want them to go with this handy green square!



► Geysers, like this one, on the planets' surfaces provide your recyclers and factories with their only source of power.



## 64 Bottom Line Controls



L: Manual eject

R: Hover

B: Change weapon

A: Select

C Up: Forwards • C Down: Backwards • C Left: Strafe left • C Right: Strafe right

D-Pad: Control resources

Z: Fire

## Alternatives

Battlelanx: Global Assault: 3DO (import)  
Reviewed: Issue 37, 88%  
Vigilante 8: Second Offense: Activision  
Reviewed: Issue 36, 93%

## Rating

### Graphics



### Audio



### Gameplay



### Challenge



### Overall

79%

### Soundbite

Good gameplay, appalling graphics.

## 2nd opinion

A worthy namesake to the old arcade machine, *Battlezone* is only let down by the ugly visuals and bouncy movement, which quickly causes sea-sickness! The strategy side of things is a clever addition to an otherwise no-nonsense blaster. **ANDY McDERMOTT**

### Rating

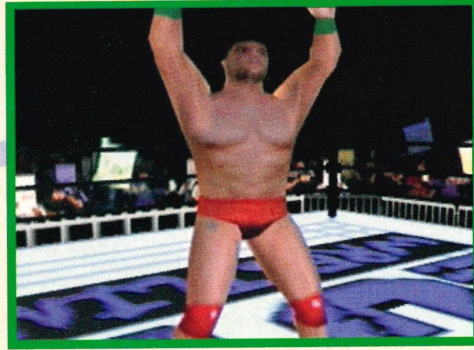


▲ Defending your base against an onslaught of enemies while trying to destroy their base is what this game is all about. Isn't war fun?

## Snipey Stuff

As well as a blaster while on foot you also get a sniper rifle, which can be used to bring down enemy craft for you to jump into! Just hit the luminous block with a clean shot to claim a new vehicle.





# ECW Hardcore

Honestly, your grandma's more hardcore than this!

## Ninfo

### PLAYERS



### EXPANSION PAK



### RUMBLE PAK



Publisher	Acclaim
Developer	Acclaim Sports
Game Type	Wrestling
Origin	US
Release	Out now
Price	£39.99

All right, let's see how many of you can answer the following question – what do Rob Van Dam, Justin Credible and Mike Awesome all have in common? Unless you're a total die-hard wrestling fanatic, you're probably scratching your head without the foggiest idea of who those three blokes are. Well, the answer is that they all wrestle in Extreme Championship Wrestling (or ECW for short). Still none the wiser? No, we didn't think so...

You see, despite the fact that lots of folk think it's nothing more than a bunch of men running around in tight

people are tuning in to watch The Rock lay the smack down, wearing T-shirts with Sting's face on and playing games with all their favourite wrestling characters in... which is where the problems really begin. As companies scramble to get their mitts on the biggest wrestling licences of all, there's ultimately going to be a loser as the names run out. Once you've lost the WWF and WCW, where do you go from there? Why, the ECW of course!

## Sorry, Who Are You Again?

The ECW is the darker side of professional wrestling – appealing to a

of it. Still, ECW's popularity is growing and so it's ripe for a videogame licence such as this... at least in theory (and America) anyway.

However, let's ignore the fact that *Hardcore Revolution* contains people you've never heard of (after all, it's not like that affects whether people buy it, eh? Yeah, right...) and concentrate on the game itself. Much like every wrestling game coming out today, *Hardcore Revolution* comes to us bursting with more features than a large, bulging box with 'Features' stamped all over it. There are a stack load of characters to choose from, ranging from big fat blokes with beards to muscle-bound women with tattoos (if that's your thing), all with their own moves and finishers with which to mangle their opponents. There's also a massive list of playing modes, ranging from classic one-on-one and Tag Team to Elimination matches, three-on-one and the ever faithful 30-man Battle Royal.

## No Pain, No Gain

The thing that stands out more than a sausage at a vegetarian banquet is the violence factor of the game. Real-life

Ring the bell, ref – this one's had more than enough already!

lycra shorts, wrestling is growing more popular by the day. More and more

more specialist audience, it focuses less on story lines and characters and more on realistic action and violence. Sadly, you can't actually see it outside of the US because of the small-scale appeal; that's why you've probably never heard



▲ No, we don't know what's going on here either – there's a bloke on the left but god knows what that blubbery mass over there is...





# re Revolution

57



▲ This is a Suplex – one of the most basic moves in wrestling. Sadly, the computer players do this over and over and over...

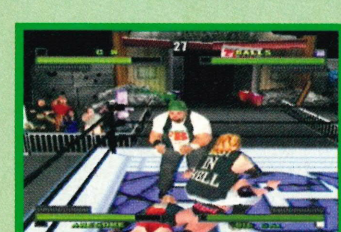
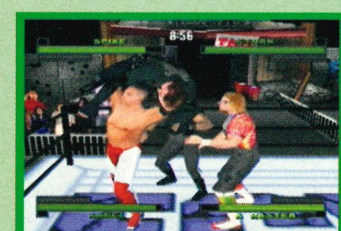
## One For The Grown-Ups

The main selling point for *Hardcore Revolution* is the fact that it's the first wrestling game to ever get a 'Mature' rating in the US. This is supposedly because of all the hardcore violence contained within... but just how hardcore is it? Well, if you don't think that fighting in a ring covered in barbed wire or taking part in a Deathmatch is hardcore enough, there's clearly something wrong with you... ouch, that's gonna hurt!

▲ There's Tag Team action aplenty here in the ECW. Why they've let a woman in there on her own though is anybody's guess!



▲ It's non-stop mayhem, mayhem, mayhem! Er, do we really need all these mayhems? I mean, it's not like much is really happening...



▲ Pick 'em up and toss 'em over – that's how you get folks out of the ring around these parts. Now squeal for me, piggy – squeal!



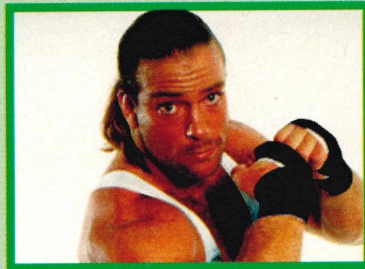
▲ The Battle Royal will at least keep you busy for a good five minutes before you break down in tears and start to tear your hair out...

## \$64,000 Question

- It's wrestling, which is still incredibly popular
- Uses the same engine as the highly successful *WWF Attitude*
- It's wrestling, which a lot of people detest
- No-one in the UK cares about the ECW
- It's so similar to *WWF Attitude*, it's scary
- The words 'blatant cash-in' spring to mind...

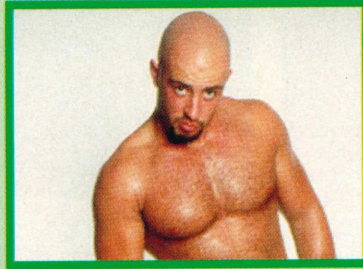
## Check Out The Face On That!

If you want to get into wrestling, you need to get to know some of the guys involved. Because this is quite a task with the ECW (mainly for the reason that no-one can actually watch it over here), we thought we'd help you by giving some pointers on the main boys in it...



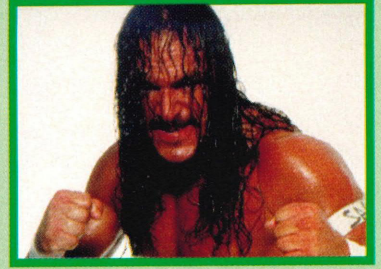
### Rob Van Dam

Hmm... he does look a bit like the Muscles From Brussels, doesn't he? That's probably why he's called himself Van Dam – just don't ask why he's spelt it differently or he'll kick your head in.



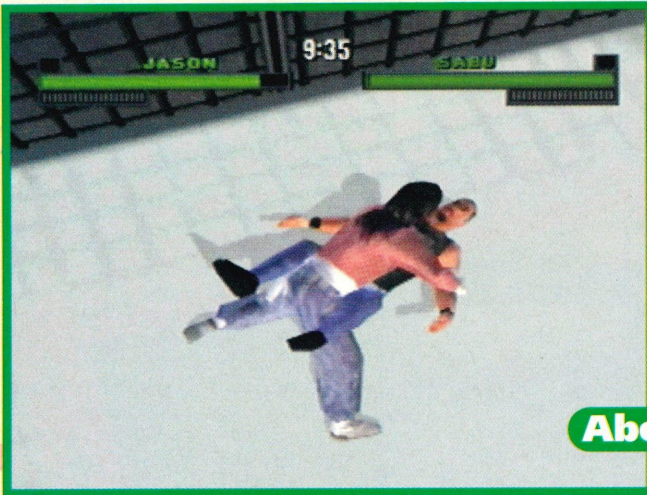
### Justin Credible

Top flight wrestler with an attitude or just a sweaty-looking skinhead with bad jeans? We can't make up our minds either. Apparently though, he's just incredible. Honest. No, really he is...



### Sabu

Occasionally a tag partner for Rob Van Dam, this guy's a bit wild. It's obvious when you think about it – can't you tell from that crazy way he wears his hair? One of Nicky Clarke's better creations, we think...



ECW bouts makes any other wrestling match look like a playschool pillow fight, and it's this violence that Acclaim have tried to convey into *Hardcore Revolution*. Want to bash your friend's brain in? Then have a go at a Deathmatch and use those weapons to crack his skull open. If you really want to dish out some punishment on your opponents though, you'll want to try the Barbed Wire match – replacing the ring ropes with coils of barbed wire is bound to lead to some major injuries. There's plenty of blood and it's a laugh to

to knock together your own creations, but again while it's something that while nice to have, it won't keep you transfixed for long.

## Haven't We Seen You Before?

However, there is a major problem here which *really* needs to be addressed (and we're hoping that Acclaim is listening, because something should be about it). Hands up if you've played *WWF Attitude*, Acclaim's last wrestling game? Considering it was such a success, we'd say that it was quite a lot of you. Well, if you did, that means you've already played *Hardcore Revolution*... at least in principle. You see, while this latest title claims to

## About as painful as a slap from a Brownie!

▲ Now, we could make some rather dodgy remarks about this pic... but we won't. Honestly, who do you think we are?

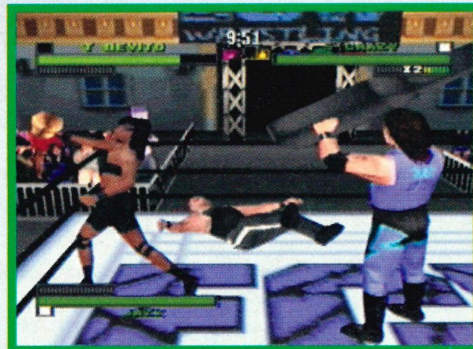
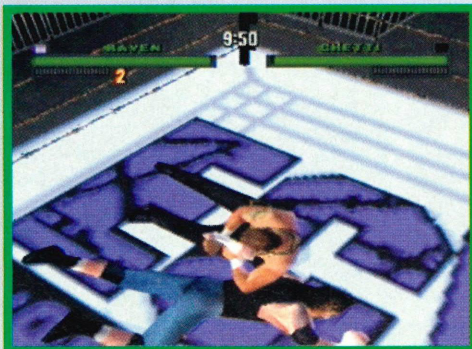


watch, but sadly the whole thing loses its appeal all too quickly.

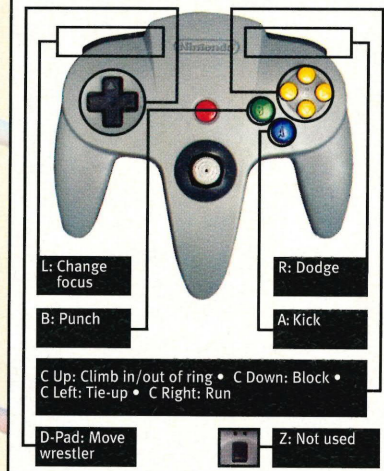
There are plenty of diversions from the basic game, designed to keep you playing when your interest wanes. Not only is their a Create-A-Wrestler option, but their is also a Pay-Per-View mode. Both of these give you the chance to make your own characters and events and basically re-create your favourite scenes from the wrestling world. There's nothing quite like beating up your mates with a scaled-down version of yourself, is there? It doesn't take long

to be a totally new game with a new hardcore 'edge', it isn't. In fact, it is *Attitude* with different graphics and a few extra bells and whistles on it.

Yes, we'll admit that it's not *exactly* the same – you've got the different wrestlers and their finishing moves, new arenas and some other miscellaneous bits and pieces, but overall it's just a case of 'rename' rather than 'replace'. Take the game modes, for example; despite being called things like Deathmatch or Street Fight, they're just like the old Hardcore and No DQ matches. Only the Barbed Wire match is



**64** Bottom Line  
 Controls



**Alternatives**

WWF Wrestlemania 2000: THQ  
 Reviewed: Issue 34, 93%  
 WWF Attitude: Acclaim  
 Reviewed: Issue 30, 87%

**Rating**

**Graphics**



**Audio**



**Gameplay**



**Challenge**



**Overall**

**64**

**Soundbite**

There's a word for games like this – it starts with an 'A' and ends with 'rse'. Avoid... please!

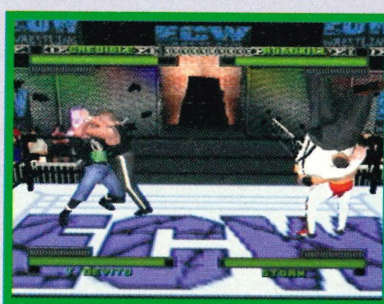
**2nd opinion**

EC-whosis? Wrestling games made Acclaim a fortune, but without a big licence their cash cow is about to suffer a bad case of shrivelled udders. *Hardcore Revolution* is nothing more than WWF Attitude in a new and unfashionable t-shirt. **ANDY McDERMOTT**

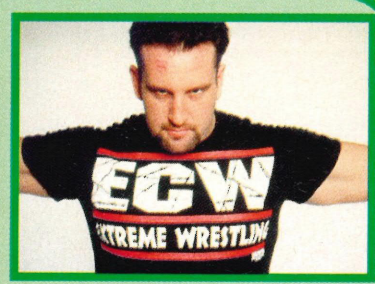
**Rating**



▲ As you can see, we've hidden a cunning message about this game within this screenshot. Can you guess what it is, kids?



▲ Ooh, all this action is making me feel exhausted. Anyone fancy taking a break and going for a glass of lemonade? Anyone?



**Tommy Dreamer**  
 Er... okay, so we admit we're not too sure who this guy is. He's quite big though, messing with likes of Raven, Sandman and Mike Awesome. Eh? What do you mean you've never heard of them either?

original, and that's rubbish! All the options and menus are the same, the Create-A-Wrestler and Pay-Per-View options are practically identical... heck, even the fonts are the same! Shamefully, there's virtually nothing new here. But they couldn't have done that... could they?

**Exhaustive Cash-In Wrestling**

Well, they have. The wrestlers still move about like they've got constipation, all the moves look about as painful as a slap from a nine-year-old Brownie and the crowd is still made out of paper-thin cut-outs. Everything looks so similar as you go through the game, it's like a bad case of *deja vu* – to be honest, there just isn't an excuse for it. When companies can't even be bothered to create something new, instead of just banging out the same old guff again and again with slightly different features (*FIFA*, anyone?) then you know they're just after a fast buck. It's the sloppy details which give this away as a rehash – they've even kept the same crap voice from *Attitude* to count the pin, for goodness sake!

Unless there are far too many 'stupid' people out there who buy this simply because they can't tell the difference, Acclaim is going to learn the hard way that it isn't just wrestling that sells. It's either an enjoyable game or the WWF logo that brings in the hard cash, and sadly *ECW Hardcore Revolution* has neither. While *Attitude* was good at the time, it's been far surpassed by *Wrestlemania 2000*. It would have taken more than a few, mostly cosmetic, changes to successfully update *Attitude*, so it's no surprise that *Hardcore Revolution* just does not cut the mustard any more. Ring the bell, ref – this one has had more than enough already. ■

## Ninfo

## PLAYERS



## EXPANSION PAK



## RUMBLE PAK



Publisher	3DO
Developer	3DO
Game Type	Shoot-'em-up
Origin	US
Release	March
Price	£39.99

\$64,000  
Question

- + Huge explosions
- + Mass destruction
- + Four-player madness
- Not exactly an inspired idea
- Can be difficult to control
- Fogging can be bad!

Mass carnage and city levelling return for a sequel!

**H**ang on you say, the second game? Yes, *BattleTanx: Global Assault* is the successor to the fairly popular American game *BattleTanx*. For some unknown reason the original never made it to our shores – not officially, at least. For those of you who don't know the first game, it revolved around the usual post-apocalypse scenario, though this time everyone fought over women instead of oil or water. To cut a long story short, at the end of the first game the main hero character, Griffin, saved the girl (his wife Madison) and lived happily ever after.

Cut to a few years later and something is afoot again in the new

society; an evil new gang wants to steal Griffin and Madison's son. This is where the *Akira*-style storyline cuts in, because their son apparently has a desirable hidden power called 'The Edge', though this power doesn't involve making U2 records. What choice does our hero have but to jump back into his tank again, and destroy literally everything in sight, to save the world for a second time?

The story may be weaker than instant tea, but this game has it where it counts – the mass destruction department. One of the most appealing things about the first game was that as virtually everything in sight could be levelled, you could roll your tank over almost

anything. This feature has been taken to new extremes in this game, allowing you to destroy the Houses of Parliament and the White House, for example. In fact it can get a little *too* extreme and confusing at times, but is still an immense amount of fun.

**You Can Destroy The White House!**

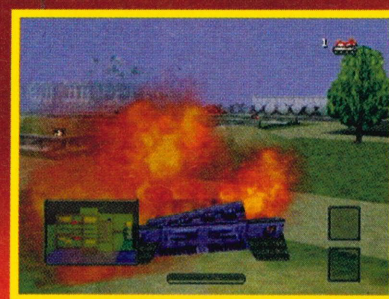
In *Global Assault* you get to travel all over America and Europe, laying waste to loads of famous landmarks. Quite why all of these weren't destroyed in the previous nuclear apocalypse isn't really explained, but this isn't the point. What is important is that you can blow things

# BattleTanx:



## Run Away!

One of the best weapons in *Global Assault* is the homing missile, which when fired can be guided directly to its target.



## Memory Options

MEMORY:  
N/A  
CONTROLLER PAK:  
Saves game status

▲ If you're going to get this game, you'd better get used to seeing torrents of black smoke clouding your view. It happens a lot.



▲ This wouldn't be a true *BattleTanx* game if you couldn't lay to waste the entire environment around you. Take no prisoners!



▲ On one of the more impressive levels you get to see the Eiffel Tower, or the base of it anyway. Unfortunately it can't be destroyed.

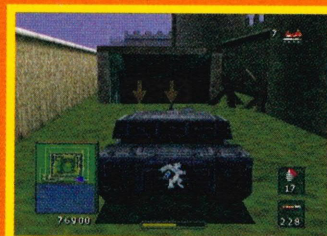


Slap in BattleTanx and nuke Parliament!



## Take Cover

You can take shortcuts on some of the levels, by driving through networks of underground tunnels. These subways can also lead to some secret areas, filled with power-ups.



# Global Assault



▲ One of the more impressive tanks in the game has the ability to fire two damaging swarm rockets at once as its main weapon.



## Your tank becomes physically scarred and twisted...

watch a huge tank fly through the air in the middle of combat. Some of the new tanks are impressively agile. What they lack in

up! If you're annoyed with some politician's decision, then slap *BattleTanx* in and nuke Parliament! Eat that Two Jags! Keep smiling now Tony!

The main letdown is that some things can't be blown up or driven over, because they represent objectives or boundaries. This is especially ridiculous when your mass of metal can't even make it over a knee-high wall.

These restrictions are an unfortunate necessity, as without them the game would be finished far too quickly. Besides, if they get in the way you can go under them, through scattered tunnels, or over them with the aid of jumps. It's quite impressive to

### Demolish Parliament!

The increased speed and agility of some of the tanks, like the Mototank, a glorified bike, does come with drawbacks. At times you will not be able to control the smaller tanks effectively enough to attack anything, because they are too damned fast! They may look impressive when the enemy uses them against you, swarming around to attack you from behind, but try and do that

yourself, and you'll end up face-first

in the nearest building. Of the 12 tanks on offer, another difficult type to control is the hover tank, which is a tad unstable, to say the least. On the plus side, it can fly over mines.

In the game this is forgivable because each time you die, you are allowed to choose which tank you want to cause havoc in. Unlike most other games you don't get lives; instead you have 'Tank Bucks', which can be spent on each tank. If you select a huge Goliath tank to begin with, a substantial amount of your credits will be eaten up – not good if you die early on. An impressive feature of *BattleTanx* is that your tank becomes physically scarred and twisted as it is damaged. With one of the tanks, as you near the

last few dregs of energy, it looks as if both of the tracks have been buckled beyond the ability to drive.

### Nuke The French!

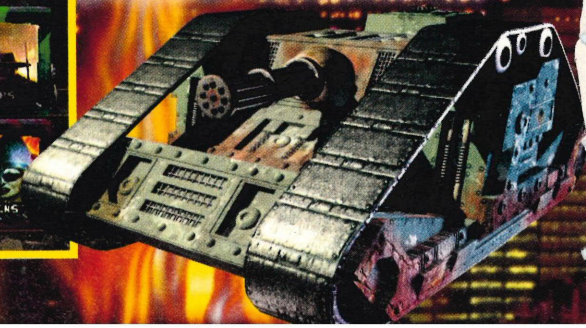
None of the missions in *Global Assault* are too complicated and all basically involve either killing, getting off a level alive or collecting items. What is good is that the gang you represent shows up in some of the missions and will try to give you a helping hand. Unfortunately, trying is about all they can do, as they never help you with important mission objectives.

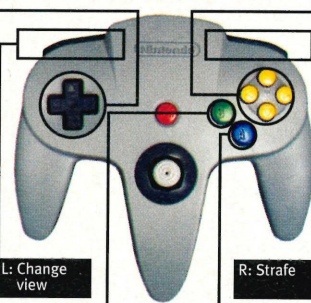
Where this game really explodes is with the huge amount of multiplayer games, all of which can be played against computer opponents (which are a hell of a lot smarter when they're not on your own team). As well as the standard deathmatch for four players, you can play *Battlelord*, *Tank Wars*, *Frenzy*, *Hold 'Em* and *Convoy* games. The *Battlelord* mode sees you fighting for the control of each team's Queen (as in the first game); capture them all to win. *Tank Wars* is for those with a hectic lifestyle and limits the game to three minutes, and in the *Convoy* games you have to either protect or destroy a rolling convoy. In *Hold 'Em* you must get and hold the only Queen for 30 seconds or more, which is no easy task.

The most fun of all these games is *Frenzy Mode*, which is all about Queens again – this time they randomly appear on the level and the first to collect ten wins. *BattleTanx: Global Assault* has enough demolition to keep you, and all your destruction happy friends, amused for months on end. All without a drop of blood in sight! ■

## Take To The Sea

This hidden level in the game takes you out of the tank and puts you in control of a seafaring gunboat. Unfortunately, it still handles like a tank, though it is great fun.



64 Bottom  
Line  
ControlsL: Change  
view

R: Strafe

B: Change special  
weaponA: Fire special  
weaponC Up: Change tank • C Down: Off rail  
(Goliath) • C Left: Rail left • C Right: Rail rightD-Pad: Not  
usedZ: Fire Main  
weapon

## Alternatives

BattleTnx: 3Do (import)

Reviewed: Issue 26, 78%

Vigilante 8: Second Offense: Activision

Reviewed: Issue 36, 93%

## Rating

## Graphics



## Audio



## Gameplay



## Challenge



## Overall

%

88

## Soundbite

A great blast of a game which is as  
much fun to play one-player as four!

▲ That rocket coming in from the left is far too close to avoid. If a tank could duck, this would be an extremely good time to learn.



▲ When you get a lot of tanks on the relatively small play arenas, the missile-filled chaos of war is just a very small step away.

## 2nd opinion

The graphics are a definite improvement over the original game and the tanks' movement is smooth and controllable. Mass demolition is fun, but things can get a little too hectic. I also found the objectives rather vague – it's good short term fun, though. **DAVE NEWSON**

## Rating



## Tool Up

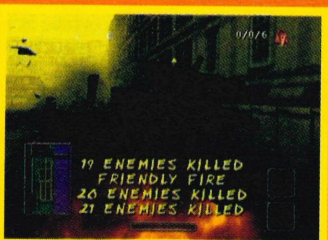
This game is all about war, so unsurprisingly there are plenty of super-destructive weapons to choose from.



Lay some Bouncing Betty mines on the floor and the next time a tank passes by, they'll shoot into the air to give off a laser show.



When you're in trouble, collect the turbo power-up and hit your special weapon button, to give your tank a massive boost of speed.

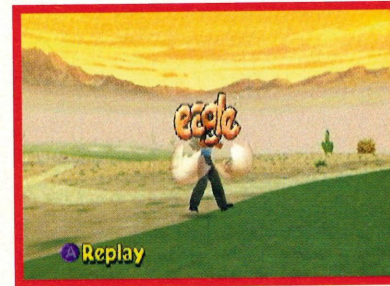
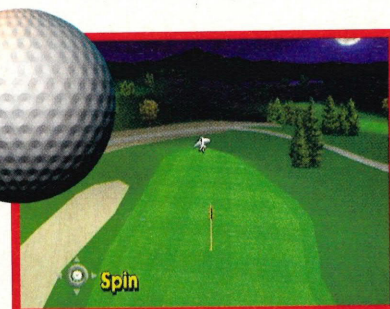
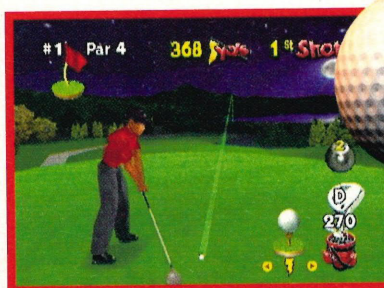


Put your head between your legs and kiss your ass goodbye! The chaotic nuke makes a welcome reappearance from the first game.



▲ Hold down the Z button and the camera will switch to an overhead view, allowing you to aim exactly where you'd like the ball to land.

► Get a birdie on any of the holes and a bird will fly past you as your chosen character celebrates their success.



Hey, what do you know – golf can be fun after all!

# Cyber T



**Ninfo**

PLAYERS

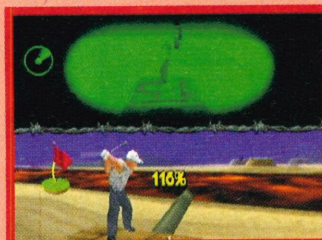
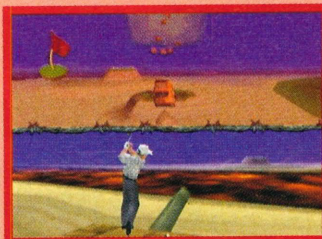
EXPANSION PAK

RUMBLE PAK

Publisher	EA Sports
Developer	Saffire
Game Type	Sports
Origin	UK
Release	31 March
Price	£39.99

## Explode A Mate!

One of the many modes in *Cyber Tiger* is the Battle mode which pits you and another human player against one another in split-screen battle! Strike the island your opponent's on to send them sky-high!



**B**efore you start moaning, this is not just another run-of-the-mill uninteresting golf game.

Someone out there has obviously woken up to the sweet smell of coffee, because *Cyber Tiger* does actually inject fun into an otherwise dull genre! Taking a leaf out of the *Mario Golf* book, this game attempts to give a comical edge to the game, something which it manages to do despite the lack of Mario and Luigi.

## Birdie

The big-headed cartoon appearance of the golfers isn't the only reason this game is fun to play, even though you do get a load of silly little features to make you smile as you hack around each course. These include loads of OTT

use only, so they don't dominate gameplay. The animations which accompany each power-up are simple, but like all the animations in the game are fun to watch.

Previous golf games on the N64 which have attempted to use the analogue stick have had a very bad reputation, but this time the system surprisingly works extremely well. Pull back to swing and a percentage (showing your power) starts to rise on the screen, then simply press forward to hit. It works extremely well.

The most surprising thing about *Cyber Tiger* is the number of games on offer. As well as all the tournaments, driving range and stroke play games you also get a skins-style betting game, split-screen battle and the immensely fun Tiger

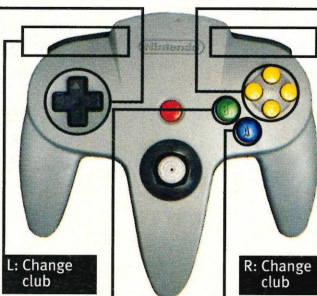
**Cyber Tiger injects fun into an otherwise dull genre!**

power-ups such as the rocket, which can give you drives in excess of 400 yards, and the skipper which skims your ball across water! Golfing purists will be relieved to learn that all these power-ups have to be won by playing good shots and they're all one-

challenge. At the end of each hole on the Tiger challenge, the player who took most shots loses a club. This doesn't sound too bad, until you realise that that your opponent chooses the club

**\$64,000 Question**

- Loads of different game options
- Comedy power-ups
- Split-screen battle game
- One of the better N64 golf games
- Dull music
- Not many courses

64 Bottom  
Line  
Controls

L: Change club

R: Change club

B: Zoom camera to pin

A: Replay

C Up: Select shot type • C Down: Free camera  
• C Left: Select power-up • C Right: Select power-up

D-Pad: Change club

Z: Overhead target view

## Alternatives

Mario Golf: Nintendo

Reviewed: Issue 29, 88%

European PGA Tour Golf: Infogrames

Reviewed: Issue 36, 67%

## Rating

## Graphics



## Audio



## Gameplay



## Challenge



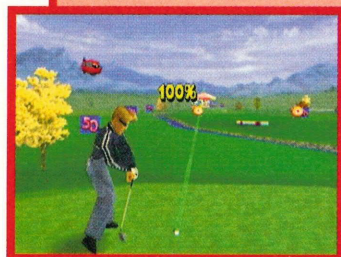
## Overall



83

## Soundbite

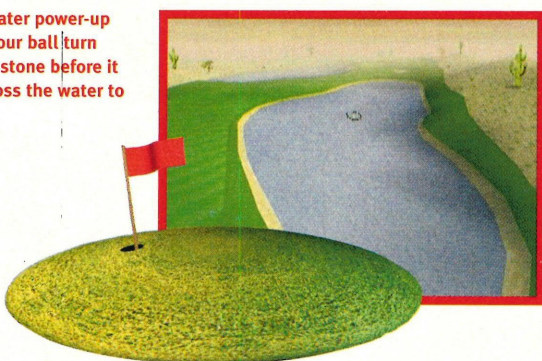
A fun golf game with some nice features.



## Driven To The Edge

Like all good golf games, *Cyber Tiger* includes a driving range to practise your swinging technique. Looking more like a firing range, here you get to take pot-shots at loads of bizarre targets. Do well here to get free power-ups which can be used in the main games.

► Use the water power-up to make your ball turn into a flat stone before it skims across the water to dry land.



iger

you lose. On the next hole you're more than likely to find yourself playing without a driver or a putter!

## Double Bogey

One thing which you can really do without in *Cyber Tiger*, however, is the music, which drones on in the background reminding you what a dull and boring game golf can be. For sanity's sake alone you should mute it on your very first round, which is a shame because the sound effects in the game aren't that bad. One very odd thing is that the women golfers seem to have the same speech sound effects as

the men! (Is this implying something about female golfers?)

The most inexplicable thing about this game isn't the dodgy speech, but is the fact that there are only three courses to play across. Depressingly, this number even includes the hidden course! *Cyber Tiger* is a great game which provides some good competition to *Mario Golf*, but doesn't quite get the hole in one. ■



▲ Leave the golf-hungry players alone for more than a few seconds and they'll get really agitated, insisting that you take the shot.



## Memory Options

MEMORY:

N/A

CONTROLLER PAK:  
Saves characters and statistics

## 2nd opinion

*Cyber Tiger* is that rare thing on the N64 – a good golf game! It's not on a par with *Mario Golf* – the lack of courses alone sees to that – but the analogue control system is well-implemented and the game as a whole is very playable. **ANDY McDERMOTT**

## Rating



# cheat central



Cheat Central only prints the very latest cheats and tips for the N64; if you want to check out older cheats, our sister magazine *64 Solutions* contains a regularly updated archive of top tips. Alternatively, you can go online and browse the database of cheats at <http://www.totalgames.net>

66

## XPLORER THE ULTIMATE CHEAT CARTRIDGE

Sponsored by Xplorer 64 from Blaze

Cheat Central is now sponsored by Blaze, and to celebrate this Blaze is giving away five of its fantastic Xplorer 64 cheat cartridges to 64 MAGAZINE readers every issue!

To enter, just answer this question:

**"On which side of the road do they drive in Japan?"**

Send your answer to *Xplorer (38) compo* at the usual address, to arrive before sadf!

## TIROK: RAGE WARS

### Hidden Characters

To unlock the boss characters from the one-player game into multiplayer play, complete the following trials:

- Bastille** Complete Raptor, Mantid and Guardian trials.
- Syra** Complete Campaigner, Lord of the Dead and Juggernaut trials.
- Symbiont** Complete Fireborn, Mantid Mite and Oblivian Spawn trials
- Tal' Set** Complete Mantid Soldiers trial.



## VIGILANTE 8: SECOND OFFENSE

Some all-new cheats to help you wreck all challengers in this post-apocalyptic auto battler. Don't miss our complete guide to every level of the game starting on page 74!

### Password Screen

Go into the options screen and select Game Status, now highlight one of the characters and hold down L and R together to show the password screen. Once up enter any of the following codes for the desired effect:

- RAPID FIRE** Allows continuous firing on specials
- HOME ALONE** Solo play in Arcade mode
- NO GRAVITY** Enables low gravity
- GO MONSTER** Gives your car extra-big wheels
- LONG MOVIE** Show all endings in a row
- MIXED CARS** Enables duplicate cars in multiplayer
- DRIVE ONLY** Disables all hover, ski and water power-ups.
- BLAST FIRE** Increases missile damage
- UNDER FIRE** Everyone will come after you
- GO SLO MO** Slows the game down
- GO RAMMING** Increases car weight and ramming ability
- MORE SPEED** Increases your car's top speed
- QUICK PLAY** Unlocks the random arcade game
- JACK IT UP** Gives your car extra-high suspension

### Hidden Coyote Characters

**Lord Clyde**  
Complete Quest mode objectives with Nina, Molo and Dallas 13.

### Obake

Complete Quest mode objectives with Lord Clyde.

### Boogie

Complete Quest mode objectives with Obake.

### Hidden Vigilante Characters

#### Houston

Complete Quest mode objectives with Sheila, Torque and the All Star Trio.

#### Convoy

Complete Quest mode objectives with Houston.

#### Dave's Cultmen

Complete Quest mode objectives with Convoy.

### Hidden Drifter Characters

#### Chassey Blue

Complete Quest mode objectives with Astronaut Bob, Garbage Man and Agent Chase.

#### Padre Destino

Complete Quest mode objectives with Chassey Blue.

#### Dusty Earth

Complete Quest mode objectives with Padre Destino.



## CASTLEVANIA: LEGACY OF DARKNESS

Unlock the hidden characters in this gothic vampire epic.

### Henry

To play the game with the new hidden character Henry, you need to complete the game on either difficulty setting. His mission is to save six children in seven days.

### Reinhardt

Before you play as Reinhardt you'll need to save at least one child as Henry. This will allow you to unlock Reinhardt on the character screen.

## TOY STORY 2

Take Buzz to infinity and beyond with this level skip.

### Level Select:

At the options screen press **Up** four times, **Down** twice, **Up** twice followed by **Down** three times to unlock the level select option. A 'baa' noise will confirm correct entry.



## RESIDENT EVIL 2

Use these cheats to get the most out of your zombie killing and give your characters some hip new clothes!

**Change Costumes**

To change either Leon's or Claire's costumes choose normal difficulty level and then begin your game as usual – but do not kill anything or pick up items! Make your way through the bus and through the gates on the other side, where you will find some stairs leading under the entrance to the police station. Go down these to be confronted by a zombie wearing a yellow top; if you ever played the first game you might recognise him as Brad Vickers! Kill him to get a key which opens the locker in the darkroom. Here you will find two new costumes for each character

**Rocket Launcher**

To get the rocket launcher with unlimited ammo, complete the first scenario with either character in under two and a half hours with an A or B ranking. Save the game and the next time you play, you'll find a rocket launcher in the first chest.

**Gatling Gun**

To get the gatling gun with infinite ammo, complete either character's second scenario in under two and a half hours with an A or B ranking. Now when you begin another game you will find the gun in the first chest you open in the police station.

**Machine Gun**

To get the submachine gun with infinite ammo, finish either character's second scenario in under three hours with an A or B ranking. When you start a new game you will find this weapon in the first chest you open.

**Survivor Game**

To get the Survivor game, finish either Leon's or Claire's first scenario on normal difficulty setting in under two and a half hours, saving less than five times to achieve an A ranking. Now complete the second scenario in under two and a half hours, again saving less than five times. When you finish, save the game and it will create a new save game file.

Load this to play the Survivor mini-game.

**Tofu Game**

To play as an oversized piece of tofu armed only with a knife, complete the game's first and second scenarios first with Leon, then Claire, and then Leon again. You must get an A rating on all six of these scenarios to unlock the Tofu mini-game. (Is it worth it?)

**Hidden Film**

Go into the STARS office on the second floor of the police building and check the desk to the left side of the room. You will be told that there is nothing there, but keep checking and eventually after around 50 attempts you will be given a secret film showing a picture of Rebecca.

**Randomiser Option**

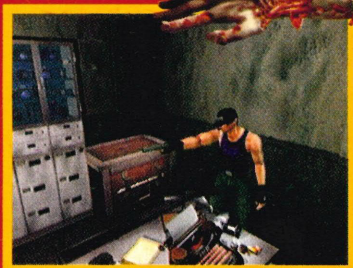
Complete the game once on normal difficulty to unlock the randomiser option on the menu screen. Select it before you start a new game to place all items in random locations.

**Hidden STARS Picture**

In the same office where you found the secret film, look behind the desk on the shelf you will find a picture of the entire STARS team.

**Limited Invincibility**

For brief invulnerability, collect one herb of each colour then mix the green and blue herbs before finally adding the red herb.



## BATTLETANX: GLOBAL ASSAULT

More gangs, more levels and more ways to toast the opposition. What more could you ask for?

**Special Weapon Power-ups**

Collect 15 of most of the items in the game and then, when you have someone in your sights, hit A, B and Z together to unleash a special attack. For example, with the flame-thrower you will fire three flames all at once.

**All Weapons**

From the main menu go to the code entry screen and type in RCKTSRDGLR to give your tanks all the weapons.

**Boat Assault Bonus Level**

Complete the Campaign mode to unlock this level, which will let you drive around in a gunboat on the water. Alternatively, if you're having a tough time, enter WRDRB on the code entry screen to play this bonus game.

**Brandon's Gang**

Go to the code entry screen and enter NNKNHCKS as a code in order to unlock this gang for multiplayer play.

**Custom Gang**

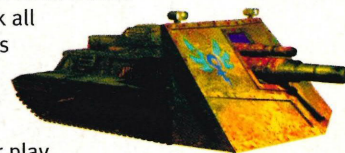
At the code entry screen type in TRDDYBRKRS in order to unlock the Custom 1 gang for multiplayer play.

**Invulnerability**

Go to the code entry screen and enter HPPYHPPY to make all your tanks invulnerable.

**Level Select**

Enter 8oDYS as a code to unlock all the levels on the two map screens ready for play.



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TIME SAVING FUNCTIONS FOR USE DURING YOUR CALL  
PRESS \* TO RESTART SERVICE PRESS \* TO MOVE BACK ONE STEP

PERSONS AGED UNDER 16 CALL THIS NUMBER ONLY  
**09066 098024**

PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER  
**09066 098170**

Calls to the above numbers cost 60p a minute

This service should only be used with the agreement of the person responsible for paying the bill. Calls to the number for persons aged under 16 years have a maximum cost of £3.00, the call will be terminated by forced release after 5 minutes. Calls to the number for persons aged 16 years and over have no maximum cost and call time restrictions. Ensure you are calling from a touch tone phone.

Please put comments or queries in writing to: Interactive Telcom Ltd., 8 Grants Walk, PL25 5AA

or call **CUSTOMER SERVICE: 0800 1982784**

Check out our new web site at [www.cheatsunlimited.com](http://www.cheatsunlimited.com)



## DUKE NUKEM: ZERO HOUR

Those cheats for *Zero Hour* just don't stop coming in! Here are some extra new cheats to help you get the babes.

## Action Nuk'em Mode

If you can't manage to finish the game to get this, but want to kill opponents with one shot anyway, enter **Down, Down, A, Z, Z, Left** and **A** on the 'Press Start' screen.

## Different Skins

At the title screen when 'Press Start' appears, press **C Left, R, Left, Up, Down, B, A** and **Z** to allow different skin models to be selected in one player mode.

## Extreme Mode

To get the all-new extreme difficulty setting, you need to complete the game with every single one of the babes rescued and all the bad guys wasted.

## Rifle With Infinite Ammo

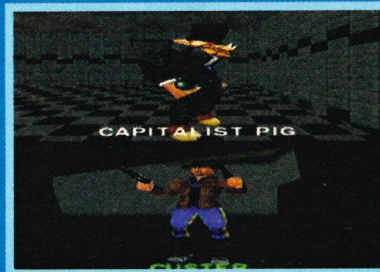
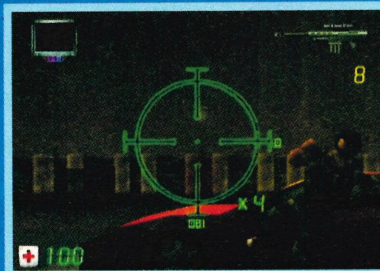
On the 'Press Start' screen press **C Up, C Down, C Left, C Right, L** and **R** to start with the rifle and unlimited ammo.

## More Multiplayer Characters

To unlock different multiplayer character sets, enter one of the following when

'Press Start' appears on the title screen:

Set one **A, L, R, Left, B, Down** and **Up**.  
Set two **B, A, A, R** and **L**.  
Set three **L, L, Up, Down, R, B** and **A**.  
Set four **Right, B, Left, L, A** and **Z**.

ARMORINES:  
PROJECT SWARM

If last month's cheats weren't enough for you, how about some level skip codes?

## Level Passwords

Enter the following to jump straight to the level of your choice:

PNTNPN Level 2  
NGMLQP Level 3  
SPLGZW Level 4  
DQRFKW Level 5  
PSQQLW Level 6  
NBGVJX Level 7  
VKPDMX Level 8  
SDKNSX Level 9  
PVBWGJ Level 10  
NWVCHJ Level 11

XPLORER 64  
THE ULTIMATE CHEAT CARTRIDGEXPLORER  
CODES

Whoever said cheats never prosper obviously didn't play videogames! Cheats are the ones who have the most fun, and there's no easier way of cheating than with an Xplorer 64 cartridge from Blaze! If you have one of these game-busting marvels then you can crack the fine games below with its help, and if you don't have one, why not enter the competition on page 66 and try to win one?



<http://www.x-plorer.co.uk>

## BANJO-KAZOOIE

Special: Don't Use 3FFFFFF0002  
Infinite Lives E88EC0BD5961  
Infinite Health E88EC0B5596F  
E88EC0BB5959  
E88EC0C259B6  
E88EC0A559B6  
E88EC0A159B6  
E88EC09559B6  
E88EC0FD59B6  
E88EC09559B6

## All Notes

## Infinite Skulls

## BODY HARVEST

Infinite MG Ammo E85AD8CD5922  
Infinite TS Ammo E85AD8DB59B6  
Infinite TNT E85AD8D1595B  
Body Count Always o C85AD8EE595A  
Use only ONE of the following:  
Surreal Mode 821593530080  
Evil Adam Mode 82052AFD0002  
Fat-Legged Alien 8213FD030001

## DIDDY KONG RACING

Special: Don't Use 3FFFFFFF0002  
All Balloons E876D7D3598C  
Enable All Cheats C8615182504F

## F-ZERO X

Infinite Lives E861DA7F5955  
Infinite Energy C8829EA09C78  
C8829EA49C78  
C8829E18595A  
ED82A4F8598F  
E882A07B59AA  
C8829E165959

Infinite Time  
Continuous Turbo

## Always 1st

## GOLDENEYE

Special: Don't Use 3FFFFFFE005C  
Dam Level Codes  
Infinite Health C85FF63490DA  
Infinite Ammo E85FFEE95957  
Facility Level Codes  
Infinite Health 8309D7DC3F80  
Infinite Ammo 8209DF970007  
Run, Surface A & Depot Level Codes  
Infinite Health 830C07DC3F80  
Infinite Ammo 820C0F970007  
Bunker A, B & Silo Level Codes  
Infinite Health 8309AFDC3F80  
Infinite Ammo 8209B7970007  
Frigate Level Codes  
Infinite Health 830ADBDC3F80  
Infinite Ammo 820AE3970007

EB595756595A  
DB94B62D5FC4  
E88EC0F959B6

## Surface B Level Codes

Infinite Health 830CCFDC3F80  
Infinite Ammo 820CD7970007  
Statue Level Codes  
Infinite Health 830AC7DC3F80  
Infinite Ammo 820ACF970007  
Arch, Cav, Cradle, Egypt Level Codes  
Infinite Health 830B3FDC3F80  
Infinite Ammo 820B47970007  
Streets Level Codes  
Infinite Health 830BDFDC3F80  
Infinite Ammo 820BE7970007  
Train, Jungle, Control Level Codes  
Infinite Health 830A77DC3F80  
Infinite Ammo 820A7F970007  
Aztec Level Codes  
Infinite Health 830973DC3F80  
Infinite Ammo 82097B970007  
Make sure you have the Cheat menu active in the game for the following:  
All Guns 820585930001  
Bond Invisible 8205859A0001  
DK Mode 8205859C0001  
Enemy Rockets 8205859A0001  
Unlimited Ammo 820585920001  
Invincible 8205859F0001  
Paint Ball Mode 8205859E0001  
Turbo Mode 8205859A0001

## 1st '98

10 Goals E870D9535964  
Home Team o Goals E870D953595A  
Away Team 10 Goals E870ECCF5964  
Away Team o Goals E870ECCF595A  
Max Character Create Points  
ED9463465959  
E894634659BB

## LYLAT WARS

Infinite Lives E86C935F59BB  
Infinite Bombs E86BF25D5955

## MARIO KART 64

Only select ONE of the following:

Single Bananas 82165FBD0001  
Multi Bananas 82165FBD0002  
Single Green Turtle 82165FBD0003  
Multi Green Turtles 82165FBD0004  
Single Red Turtle 82165FBD0005  
Multi Red Turtles 82165FBD0006  
Spiked Turtles 82165FBD0007  
Lightning Bolt 82165FBD0008  
Exploding Blocks 82165FBD0009  
Invincible 82165FBD000A  
Invisible 82165FBD000B  
Turbo Boost 82165FBD000C

## QUAKE II

Special: Don't use 3FFFFFFF0002  
Infinite Health E87E79CD59B6

## ROGUE SQUADRON

Infinite Lives E8675D48595B  
Infinite Shields E867D1B359FF  
C867D1B2595A  
E8661D565958

## SUPER MARIO 64

Infinite Lives E88EB3359B6  
Infinite Energy C88EB32614F  
Infinite Hat C88EB3A504F

## TUROK 2: SEEDS OF EVIL

Activate Cheat Menu C86869D4504F  
C86869D2504F

## WCW VS NWO REVENGE

Enable All Characters E85C592B594F  
No Time Out E863694C5966  
Maximum Spirit E86358759B6  
Aluminium Baseball Bat 830F1C500000  
E86373A6595A  
830F1C500101  
830F1C500202  
E86373A6595A  
830F1C500303  
E86373A6595A

Baseball Bat

Chair

Table Piece

## WWF WARZONE

Enable Cheat List C867F9D0695A  
C867F9CE584F  
C867F9D4795A  
C867F9D2904F

## ZELDA: OKARINA OF TIME

Infinite Rupees C865DB5C5C37  
Infinite Health C865DB585A9A  
All Equipment C865DBC4C8C7  
All Quest Status Items C865DBCC894F  
C865DBCA504F  
Infinite Beans E865DBA6596A  
E865DBBE59BB  
E865DB9A595C  
E865DBB25982  
E865DBA45961  
E865DBB8C59BB  
Infinite Bombs E865DB9B5959  
E865DBB359BB  
Infinite Bombchus E865DB9C595A  
E865DBB859BB  
Infinite Deku Nuts E865DB9C595A  
E865DBB859BB  
Infinite Deku Sticks E865DB55598A  
E865DB955958  
Infinite Magic E865DBB8598C  
E865DB99595B  
E865DBA5955F  
E865DBA05956  
E865DBA2595E  
E865DBAC596C  
E865DB9F5955  
E865DBA1595D  
E865DBAB596B  
E865DBC6595C  
E865DBC65956  
E865DBC6591A  
E865DBA75960  
E865DB9D5957  
E865DB9D5962  
E865DBA55969  
E865DBA35964  
E865DBA35963  
E865DBC75959  
E865DBC65956  
E865DBB1598C

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09060 191567  
**MR. STAMMER**  
09060 191568



**...THEN WAIT FOR  
THE REACTION**

**IRATE DELIVERY DRIVER**  
09060 191569  
**MY DAUGHTER'S PREGNANT**  
09060 191570

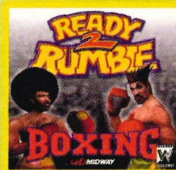
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# 64 ScoreZone

MAGAZINE

IN ASSOCIATION WITH

Logic 3

70

## Take your place on the paper podium that is... ScoreZone!

**F**or the second month running we've actually got scores on new games. We were all beginning to think you all played nothing but *Goldeneye*! Trend-setters Bjorn Bem and Anthony Hooley have laid down a Scorezone challenge to you all by entering some times and scores for *Donkey Kong*, *World Driver Championship* and *Jet Force Gemini*. If you think you're a world driver champion or a king monkey and have what it takes to beat them, then get your scores in and we'll put them in their place.

The winner this month is James Eyre, for his obvious ability on several games, including *Fighter's Destiny*, *F-Zero X*, *Mario Kart*, *Goldeneye* and *Diddy Kong Racing*. Best of all, he has racked up some truly inhuman times on the original *Quake* game – some sly rocket-jumping going on there, perhaps! Congratulations James, the all-new Top Drive Roadster wheel is on its way to you now.

## ENTER THE ZONE!

Follow these easy steps to achieve entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time.

- List all your scores on a sheet of paper along with your name and address.

- Send the proof of your prowess to:

**64 ScoreZone**  
64 MAGAZINE  
Paragon House  
St Peter's Road  
Bournemouth BH1 2JS

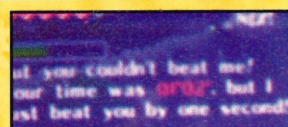
- Include an SAE if you want your photos/videos back.

## New Names Needed!

We want to see some scores and times for games like *Roadsters*, *Star Wars Racer*, *Quake II*, *Jet Force Gemini*, the *Donkey Kong 64* sub-games, *World Driver Championship* and *Duke Nukem: Zero Hour*!



## Legend Of Zelda



1:03 Mark Nicol, Western Australia  
1:06 Matthys ten Ham, The Netherlands  
1:08 David Park, Hebburn

### HORSE RACE

0:46 Mark Nicol, Western Australia  
0:46 Michael Tokarz, New South Wales  
0:46 David Ryan, Derby  
0:47 Matthys ten Ham, The Netherlands  
0:47 Philip Longhurst, Sudbury

### HORSEBACK ARCHERY

2000 points Mark Nicol, Western Australia  
2000 points Matthys ten Ham, The Netherlands  
2000 points Christopher Ryan, Derby  
2000 points David Ryan, Derby  
2000 points Jan-Erik Spangberg, Sweden

### GRAVEYARD RACE

0:53 David Ryan, Derby  
0:57 Joss Sweeney, Southampton

### BIGGEST FISH

24 Pounds Harris Shackleton, Halifax  
24 Pounds Matthew Thompson, Cookham  
24 Pounds Gareth Haynes, Droitwich  
23 Pounds Leigh Maddox, Cheshunt  
23 Pounds David Park, Hebburn

### MARATHON RACE

1:02 Philip Longhurst, Sudbury  
1:02 David Ryan, Derby

## Yoshi's Story

37500 Anthony Hooley, Breaston  
37424 Danny Dunn, New Leake  
35998 Richard Dunn, Boston  
35460 Bonny Quistorff, Copenhagen  
34956 David Park, Hebburn

## Donkey Kong 64

**RAMBI ARENA**  
182 Anthony Hooley, Breaston  
**ENGUARDE ARENA**  
250 Anthony Hooley, Breaston  
**JETPAC ARCADE GAME**  
31000 Anthony Hooley, Breaston

## Jet Force Gemini

**JEFF AND BARRY RACING (TRACK 1)**  
27:80 Anthony Hooley, Breaston

**JEFF AND BARRY RACING (TRACK 2)**  
39:88 Anthony Hooley, Breaston

## World Driver Championship

**ROME B**  
01:43:04 Bjorn Bem, Wolverhampton

## Mario 64

2088 coins Ingvar Gunnarsson, Iceland  
2072 coins Adam Scott, Rugby

## Cruis'n USA

**GRAND CANYON**  
1:24:73 Dominik Winslow, Braypark  
1:37:60 Paul Murray, Trannere

## Banjo-Kazooie

**SPIRAL MOUNTAIN**  
0:02:17 Jon Burrows, Queensland  
0:02:25 Niall Hickey, County Waterford

**MUMBO'S MOUNTAIN**  
0:04:44 Jon Burrows, Queensland  
0:05:28 Kevin Seeneey, Bury St Edmunds  
0:06:30 Danny Dunn, New Leake  
0:06:40 Jan-Erik Spangberg, Sweden  
0:08:17 Niall Hickey, County Waterford

**TREASURE TROVE COVE**  
0:08:29 Jon Burrows, Queensland  
0:10:50 Jan-Erik Spangberg, Sweden  
0:11:06 Richard Dunn, Boston  
0:12:01 Niall Hickey, County Waterford  
0:12:21 Kevin Seeneey, Bury St Edmunds

**MAD MONSTER MANSION**  
0:14:15 Jan-Erik Spangberg, Sweden  
0:15:48 Kevin Seeneey, Bury St Edmunds  
0:18:16 Niall Hickey, County Waterford  
0:26:09 Ingvar Gunnarsson, Iceland

**BUBBLELOOP SWAMP**  
0:15:02 Kevin Seeneey, Bury St Edmunds  
0:15:19 Jan-Erik Spangberg, Sweden  
0:18:07 Niall Hickey, County Waterford  
0:21:01 Richard Dunn, Boston  
0:28:04 Ingvar Gunnarsson, Iceland

**CLANKERS CAVERN**  
0:08:31 Jan Burrows, Queensland  
0:08:47 Kevin Seeneey, Bury St Edmunds  
0:09:16 Jan-Erik Spangberg, Sweden

0:11:36 Niall Hickey, County Waterford  
0:12:21 Jan-Erik Spangberg, Sweden

**CLICK CLOCK WOOD**  
0:32:25 Jan-Erik Spangberg, Sweden  
0:42:05 Niall Hickey, County Waterford  
0:43:46 Kevin Seeneey, Bury St Edmunds

**RUSTY BUCKET BAY**  
0:13:30 Kevin Seeneey, Bury St Edmunds  
0:16:14 Jan-Erik Spangberg, Sweden  
0:16:47 Niall Hickey, County Waterford  
0:28:38 Ingvar Gunnarsson, Iceland

**FREEZEZEY PEAK**  
0:12:44 Kevin Seeneey, Bury St Edmunds  
0:14:44 Jan-Erik Spangberg, Sweden  
0:15:58 Jan-Erik Spangberg, Sweden  
0:16:24 Niall Hickey, County Waterford  
0:33:23 John Brennan, Bicester

**GOBI'S VALLEY**  
0:12:44 Jan-Erik Spangberg, Sweden  
0:14:44 Kevin Seeneey, Bury St Edmunds  
0:15:58 Jan-Erik Spangberg, Sweden  
0:16:24 Niall Hickey, County Waterford  
0:33:23 John Brennan, Bicester

**100 JIGGIES, 900 NOTES**  
2:46:17 Kevin Seeneey, Bury St Edmunds  
2:53:54 Jan-Erik Spangberg, Sweden  
3:38:52 Mark Nicol, Western Australia  
4:46:00 Ingvar Gunnarsson, Iceland  
4:50:23 Martin Hurley, St Helens  
4:58:18 Andy Murray, Bournemouth

## Shadows Of The Empire

### AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake  
01:01 Ben Webster, Millbridge  
01:03 Chris Handley, Notts  
01:05 Paul Nicholls, Coventry  
01:22 John Brennan, Bicester

### RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry  
05:19 Richard Dunn, New Leake  
05:19 John Brennan, Bicester  
05:19 Ian Lawlor, Churwell

### THE SEARCH FOR THE NONNAH

03:31 Richard Dunn, New Leake  
04:30 John Brennan, Bicester  
04:36 Paul Nicholls, Coventry  
05:06 Ian Lawlor, Churwell

### THE JADE MOON

01:02 Richard Dunn, New Leake  
01:36 Paul Nicholls, Coventry  
01:50 Ben Webster, Millbridge  
02:02 Ian Lawlor, Churwell  
02:40 Philip Munt, Surrey

### DEFECTION AT CORELLIA

03:12 Ian Lawlor, Churwell  
09:02 Chris Handley, Notts  
09:09 John Brennan, Bicester

### THE LIBERATION OF GERRARD V

02:23 Jason Lloyd Parsons, Llanged  
04:04 Richard Dunn, New Leake  
04:39 John Brennan, Bicester

### IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake  
02:22 Philip Munt, Surrey  
02:27 John Brennan, Bicester  
02:31 Ian Lawlor, Churwell

### ASSAULT ON KILE II

01:55 Richard Dunn, New Leake  
05:55 Ian Lawlor, Churwell

### RESCUE ON KESSEL

01:24 Richard Dunn, New Leake  
01:34 John Brennan, Bicester  
01:37 Paul Nicholls, Coventry  
01:41 Oliver Lonsdale, West Bridgeford  
03:32 Ian Lawlor, Churwell

### PRISONS OF KESSEL

07:36 Richard Dunn, New Leake  
09:01 John Brennan, Bicester  
10:03 Ian Lawlor, Churwell

### BATTLE ABOVE TALORAAN

02:02 Danny Dunn, New Leake  
03:47 Ian Lawlor, Churwell  
06:18 John Brennan, Bicester

### ESCAPE FROM FEST

06:21 John Brennan, Bicester

### BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell  
05:11 John Brennan, Bicester  
05:25 Richard Dunn, New Leake

### RAID ON SULLUST

01:43 Richard Dunn, New Leake  
02:54 Ian Lawlor, Churwell

### MOFF SEERDON'S REVENGE

04:08 John Brennan, Bicester  
05:50 Paul Nicholls, Coventry

### THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake

### BATTLE OF HOTH

03:18 Danny Dunn, New Leake

### THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake  
01:58 Ben Webster, Millbridge  
02:16 John Brennan, Bicester

## Quake 64

### MAP 1: THE SUIPGATE COMPLEX

01:30 Michael Williams, Exeter  
01:30 Raymond Burton, Stockbridge  
01:30 Jon Quarrie, Stapleford  
01:30 Kevin Seeneey, Bury St Edmunds  
01:31 Karl Watt, Shetland

### MAP 2: CASTLE OF THE DAMNED

01:28 John Brennan, Bicester  
01:38 Jon Quarrie, Stapleford  
04:00 Karl Watt, Shetland  
04:43 Michael Williams, Exeter  
04:44 Raymond Burton, Stockbridge

### MAP 3: THE NECROPOLIS

1:00 James Eyre, Leicester  
1:05 John Brennan, Bicester  
1:11 Karl Watt, Shetland  
1:12 Jon Quarrie, Stapleford  
1:14 Michael Williams, Exeter



### MAP 4: GLOOM KEEP

01:45 James Eyre, Leicester  
01:37 John Brennan, Bicester  
01:46 Jon Quarrie, Stapleford  
01:49 Michael Williams, Cardiff  
01:55 Karl Watt, Shetland



### MAP 5: THE DOOR TO CHTHON

01:00 James Eyre, Leicester  
01:15 John Brennan, Bicester  
01:54 Jon Quarrie, Stapleford  
01:56 Chris Street, Huntingdon  
1:02 Karl Watt, Shetland  
1:03 Raymond Burton, Stockbridge

### MAP 6: HOUSE OF CHTHON

01:23 John Brennan, Bicester  
01:27 Karl Watt, Shetland  
01:28 Kevin Seeneey, Bury St Edmunds  
01:29 Raymond Burton, Stockbridge  
01:29 Jon Quarrie, Stapleford

### MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester  
1:24 Jon Quarrie, Stapleford  
2:31 Karl Watt, Shetland

### MAP 8: THE OGRE CITADEL

01:35 James Eyre, Leicester  
01:38 John Brennan, Bicester  
01:58 Raymond Burton, Stockbridge  
01:58 Jon Quarrie, Stapleford  
1:03 Karl Watt, Shetland

### MAP 9: THE CRYPT OF DECAY

1:12 John Brennan, Bicester  
1:18 Raymond Burton, Stockbridge  
1:19 Karl Watt, Shetland  
1:20 Jon Quarrie, Stapleford

### MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester  
2:18 Karl Watt, Shetland  
2:21 Jon Quarrie, Stapleford  
2:22 Raymond Burton, Stockbridge

### MAP 11: THE DISMAL OUBLIETTE

1:53 John Brennan, Bicester  
5:06 Raymond Burton, Stockbridge  
5:16 James Eyre, Leicester  
5:48 Jon Quarrie, Stapleford

### MAP 12: THE UNDEREARTH

01:47 John Brennan, Bicester  
01:58 Karl Watt, Shetland  
1:13 Raymond Burton, Stockbridge

### MAP 13: TERMINATION CENTRAL

01:43 John Brennan, Bicester  
1:02 John Brennan, Bicester  
1:08 Jon Quarrie, Stapleford  
1:10 Raymond Burton, Stockbridge  
1:20 James Eyre, Leicester

### MAP 14: THE VAULTS OF ZIN

01:37 James Eyre, Leicester  
01:54 John Brennan, Bicester  
1:08 Karl Watt, Shetland  
1:13 Raymond Burton, Stockbridge

### MAP 15: THE TOMB OF TERROR

01:33 James Eyre, Leicester  
1:06 John Brennan, Bicester  
1:10 Karl Watt, Shetland  
1:25 Raymond Burton, Stockbridge

### MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester  
3:00 Kevin Seeneey, Bury St Edmunds

### MAP 17: CHAMBERS OF TORMENT

01:43 James Eyre, Leicester  
01:53 John Brennan, Bicester  
1:15 Karl Watt, Shetland  
1:27 Raymond Burton, Stockbridge

### MAP 20: THE ELDER GOD SHRINE

01:37 John Brennan, Bicester  
01:40 James Eyre, Leicester

### MAP 21: THE PALACE OF HATE

01:47 John Brennan, Bicester  
01:37 James Eyre, Leicester

### MAP 22: THE PAIN MAZE

01:49 John Brennan, Bicester

### MAP 23: AZURE AGONY

1:25 James Eyre, Leicester  
1:42 John Brennan, Bicester  
2:55 Karl Watt, Shetland  
3:26 Raymond Burton, Stockbridge

### MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

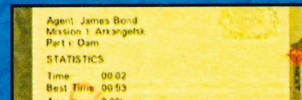
### MAP 25: SHUB NIGGURATH'S PIT

01:50 John Brennan, Bicester  
01:50 Kevin Seeneey, Bury St Edmunds  
01:52 Jon Quarrie, Stapleford

## Goldeneye

### FACILITY - 00 LEVEL

0:51 Arif Mollah, Rochdale  
0:53 David Ryan, Derby  
0:55 Jon Burrows, Queensland  
0:56 Richard Dunn, New Leake  
1:00 Magnus Smith, Burra Isle

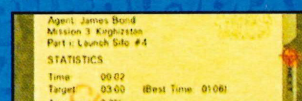


### BYELOMORYE DAM

0:53 Arif Mollah, Rochdale  
0:53 James Eyre, Leicester  
0:55 Jon Burrows, Queensland  
0:55 Luke Sutton, South Australia  
0:56 James Hurst, Surrey

### FACILITY

0:40 Jon Burrows, Queensland  
0:43 David Ryan, Derby  
0:44 Luke Sutton, South Australia  
0:45 Richard Dunn, New Leake  
0:45 Arif Mollah, Rochdale  
0:51 James Eyre, Leicester



### RUNWAY

0:23 Jon Burrows, Queensland  
0:23 Michael Williams, Exeter  
0:25 Matthys ten Ham, The Netherlands  
0:25 Arif Mollah, Rochdale  
0:25 Mike Geisler, Australia

### SURFACE 1

1:01 Magnus Smith, Burra Isle  
1:03 David Ryan, Derby  
1:04 Arif Mollah, Rochdale  
1:05 Jon Burrows, Queensland  
1:06 Luke Sutton, South Australia

### BUNKER 1

0:19 Jon Burrows, Queensland  
0:19 Chris Stuart, Peterhead  
0:19 Arif Mollah, Rochdale  
0:19 David Ryan, Derby  
0:20 Matthys ten Ham, The Netherlands

### LAUNCH SILO

1:02 David Ryan, Derby  
1:06 Arif Mollah, Rochdale  
1:06 James Eyre, Leicester  
1:09 Luke Sutton, South Australia  
1:10 Jon Burrows, Queensland

### FRIGATE

0:25 Magnus Smith, Burra Isle  
0:29 Jon Burrows, Queensland  
0:31 Matthys ten Ham, The Netherlands  
0:32 Stephen Hill, Maidstone  
0:32 Arif Mollah, Rochdale

### SURFACE 2

0:54 Jon Burrows, Queensland  
0:57 Danny Dunn, New Leake  
0:57 Sam Doyle, Glossop  
0:57 Matthys ten Ham, The Netherlands  
0:57 Arif Mollah, Rochdale

### BUNKER 2

0:22 Arif Mollah, Rochdale  
0:22 David Ryan, Derby  
0:23 Luke Sutton, South Australia  
0:24 Christopher Ryan, Derby

### 0:25 Jon Burrows, Queensland

### STATUE PARK

2:31 Jon Burrows, Queensland  
2:37 Matthys ten Ham, The Netherlands  
2:38 Danny Dunn, New Leake  
2:38 Arif Mollah, Rochdale  
2:39 Raymond Burton, Stockbridge

### MILITARY ARCHIVES

0:17 Jon Burrows, Queensland  
0:17 Chris Stuart, Peterhead  
0:17 Arif Mollah, Rochdale  
0:18 Richard Dunn, New Leake  
0:18 Christopher Ryan, Derby

### STREETS

1:12 Jon Burrows, Queensland  
1:23 Danny Dunn, New Leake  
1:17 Matthys ten Ham, The Netherlands  
1:17 Andrew Joles, Weston-Super-Mare  
1:17 Antonio Debs, Tripoli

### DEPOT

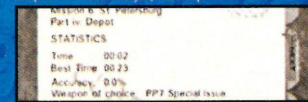
0:23 Jon Burrows, Queensland  
0:23 Chris Stuart, Peterhead  
0:23 Arif Mollah, Rochdale  
0:23 Luke Sutton, South Australia  
0:23 James Eyre, Leicester

### TRAIN

1:04 Arif Mollah, Rochdale  
1:25 Luke Sutton, South Australia  
1:25 James Eyre, Leicester  
1:26 Matthys ten Ham, The Netherlands  
1:26 Jon Burrows, Queensland

### JUNGLE

1:07 Matthys ten Ham, The Netherlands  
1:07 Arif Mollah, Rochdale  
1:08 Jon Burrows, Queensland  
1:10 Richard Dunn, New Leake  
1:14 Sam Doyle, Glossop



### CONTROL CENTRE

3:40 Jon Burrows, Queensland  
3:43 James Eyre, Leicester  
3:51 Arif Mollah, Rochdale  
3:52 Richard Dunn, New Leake  
4:23 Matthys ten Ham, The Netherlands

### WATER CAVERNS

1:06 Matthys ten Ham, The Netherlands  
1:06 Jon Burrows, Queensland  
1:06 Arif Mollah, Rochdale  
1:08 Danny Dunn, New Leake  
1:08 Antonio Debs, Tripoli

### CRADLE

0:40 Jon Burrows, Queensland  
0:42 Matthys ten Ham, The Netherlands  
0:46 Stephen Hill, Maidstone  
0:46 Arif Mollah, Rochdale  
0:47 Andrew Joles, Weston-Super-Mare

### AZTEC COMPLEX

1:10 Chris Stuart, Peterhead  
1:12 David Ryan, Derby  
1:18 Arif Mollah, Rochdale  
1:18 James Eyre, Leicester  
1:35 Jon Burrows, Queensland

### EGYPTIAN TEMPLE

0:50 Jon Burrows, Queensland  
0:54 Arif Mollah, Rochdale  
0:55 Matthys ten Ham, The Netherlands  
0:58 Darren Sadler, Wisbech  
1:00 Andrew Joles, Weston-Super-Mare

## Beetle Adventure Racing

### COVENTRY COVE

4:42:98 Martin Van Duuren, Holland  
4:43:70 Matthys ten Ham, The Netherlands  
4:48:61 Jan Erik Spangberg, Sweden  
4:50:26 Paul Nicholls, Coventry  
4:50:01 Robert Parker, Cambridge



### MOUNT MAYHEM

4:45:85 Matthys ten Ham, The Netherlands  
4:47:65 Martin Van Duuren, Holland  
4:50:03 Jan Erik Spangberg, Sweden  
4:53:52 Paul Nicholls, Coventry  
4:54:69 Andrew Stanger, Wytton

### INFERNO ISLE

6:29:06 Martin Van Duuren, Holland  
6:31:09 Jan Erik Spangberg, Sweden  
6:36:24 Matthys ten Ham, The Netherlands  
7:00:95 Robert Parker, Cambridge  
7:01:69 Andrew Stanger, Wytton

### SUNSET SANDS

5:11:50 Matthys ten Ham, The Netherlands  
5:14:26 Martin Van Duuren, Holland  
5:43:17 Robert Parker, Cambridge  
5:50:65 Andrew Stanger, Wytton  
6:00:06 Jan Erik Spangberg, Sweden

### METRO MADNESS

5:43:46 Martin Van Duuren, Holland  
5:50:98 Matthys ten Ham, The Netherlands  
6:12:53 Jan Erik Spangberg, Sweden  
6:19:76 John Brennan, Bicester  
6:25:48 Andrew Stanger, Wytton

### WICKED WOODS

3:42:02 Jan Erik Spangberg, Sweden  
3:54:11 Matthys ten Ham, The Netherlands  
3:56:50 Martin Van Duuren, Holland  
4:12:46 Paul Nicholls, Coventry  
4:14:42 Andrew Stanger, Wytton



## F-Zero X

### MUTE CITY

1:14:764 Richard Dunn, New Leake  
1:17:106 James Eyre, Leicester  
1:18:508 John Brennan, Bicester  
1:18:578 Richard Mardell, Highambury  
1:25:393 Kevin Seeney, Bury St Edmunds

### SILENCE

1:05:357 Richard Dunn, New Leake  
1:05:537 James Eyre, Leicester  
1:11:828 Jeffrey Van Der Aa, The Netherlands  
1:12:263 James Eyre, Donington Le Heath  
1:12:483 John Brennan, Bicester

### SAND OCEAN

1:04:106 Richard Dunn, New Leake  
1:08:121 James Eyre, Leicester  
1:08:518 John Brennan, Bicester  
1:16:836 Jeffrey Van Der Aa, The Netherlands  
1:17:610 Richard Mardell, Highambury



### DEVIL'S FOREST

1:12:321 Richard Dunn, New Leake  
1:16:266 James Eyre, Leicester  
1:18:395 John Brennan, Bicester  
1:19:718 Richard Mardell, Highambury  
1:23:068 Jeffrey Van Der Aa, The Netherlands

### BIG BLUE

1:22:983 Richard Dunn, New Leake  
1:29:318 John Brennan, Bicester  
1:38:912 James Eyre, Leicester  
1:38:695 Ned Pendleton, Brackley  
1:43:057 Valter Lindgren, Sweden

### PORT TOWN

1:25:739 James Eyre, Leicester  
1:26:513 Richard Dunn, New Leake  
1:27:346 John Brennan, Bicester  
1:35:030 Richard Mardell, Highambury  
1:37:298 Valter Lindgren, Sweden

### SECTOR ALPHA

1:11:875 Richard Dunn, New Leake  
1:13:925 James Eyre, Leicester  
1:15:561 John Brennan, Bicester  
1:18:265 Richard Mardell, Highambury  
1:24:478 Jeffrey Van Der Aa, The Netherlands

### RED CANYON

1:13:313 Richard Dunn, New Leake  
1:16:271 James Eyre, Leicester  
1:18:100 John Brennan, Bicester  
1:19:755 Neil Friedman, Whitefield  
1:20:080 Richard Mardell, Highambury

### DEVIL'S FOREST 2

1:15:310 Richard Dunn, New Leake  
1:18:517 James Eyre, Leicester  
1:19:348 John Brennan, Bicester  
1:28:558 Valter Lindgren, Sweden  
1:30:729 Jon Quarrie, Stapleford

### MUTE CITY 2

1:06:274 Richard Dunn, New Leake  
1:11:485 James Eyre, Leicester  
1:14:024 Richard Mardell, Highambury  
1:15:398 John Brennan, Bicester  
1:21:892 Jeffrey Van Der Aa, The Netherlands

### BIG BLUE 2

1:01:978 James Eyre, Leicester  
1:03:132 Richard Dunn, New Leake  
1:07:024 Jeffrey Van Der Aa, The Netherlands  
1:07:047 John Brennan, Bicester  
1:09:395 Neil Friedman, Whitefield

### WHITE LAND

1:26:437 Richard Dunn, New Leake  
1:32:414 John Brennan, Bicester  
1:41:502 Jeffrey Van Der Aa, The Netherlands  
1:47:591 Jon Quarrie, Stapleford  
1:48:374 Valter Lindgren, Sweden

### FIRE FIELD

1:12:820 Richard Dunn, New Leake  
1:18:032 John Brennan, Bicester  
1:18:456 James Eyre, Leicester  
1:25:173 Valter Lindgren, Sweden  
1:26:497 Neil Friedman, Whitefield

### SILENCE 2

1:27:311 James Eyre, Leicester  
1:29:615 Richard Dunn, New Leake  
1:35:995 John Brennan, Bicester  
1:41:278 Jeffrey Van Der Aa, The Netherlands  
1:43:688 Ned Pendleton, Brackley

### SECTOR BETA

1:31:773 Richard Dunn, New Leake  
1:39:107 John Brennan, Bicester  
1:47:293 James Eyre, Leicester  
1:52:794 Valter Lindgren, Sweden  
1:53:381 Ned Pendleton, Brackley

### RED CANYON 2

1:26:876 Richard Dunn, New Leake  
1:34:695 James Eyre, Leicester  
1:36:998 John Brennan, Bicester  
1:47:771 Jeffrey Van Der Aa, The Netherlands  
1:49:232 James Eyre, Donington Le Heath

### WHITE LAND 2

1:07:148 Richard Dunn, New Leake  
1:12:474 John Brennan, Bicester  
1:13:703 James Eyre, Leicester  
1:15:553 Jeffrey Van Der Aa, The Netherlands  
1:17:777 Ned Pendleton, Brackley

### MUTE CITY 3

1:28:805 Richard Dunn, New Leake  
1:33:865 John Brennan, Bicester  
1:49:024 Ned Pendleton, Brackley  
1:50:252 Neil Friedman, Whitefield  
1:50:495 Jeffrey Van Der Aa, The Netherlands

### RAINBOW ROAD

1:30:122 Ned Pendleton, Brackley  
1:35:445 Richard Dunn, New Leake  
2:05:518 John Brennan, Bicester  
2:23:351 Jeffrey Van Der Aa, The Netherlands  
2:24:457 Richard Mardell, Highambury

### DEVIL'S FOREST 3

1:10:599 James Eyre, Leicester  
1:14:348 Richard Dunn, New Leake  
1:19:894 Richard Mardell, Highambury  
1:20:437 John Brennan, Bicester  
1:24:273 James Eyre, Donington Le Heath

### SPACE PLANT

1:48:750 Richard Dunn, New Leake  
1:57:356 John Brennan, Bicester  
2:07:901 James Eyre, Leicester  
2:12:010 Valter Lindgren, Sweden  
2:13:827 Jeffrey Van Der Aa, The Netherlands

### SAND OCEAN 2

1:31:967 Richard Dunn, New Leake  
1:34:143 James Eyre, Leicester  
1:36:747 John Brennan, Bicester  
1:43:939 James Eyre, Donington Le Heath  
1:44:200 Jeffrey Van Der Aa, The Netherlands

### PORT TOWN 2

1:37:582 James Eyre, Leicester  
1:46:127 Richard Dunn, New Leake  
1:47:396 Jon Quarrie, Stapleford  
1:54:904 John Brennan, Bicester  
1:57:346 Richard Mardell, Highambury

### BIG HAND

2:09:511 Richard Dunn, New Leake  
2:17:050 John Brennan, Bicester  
2:33:121 Neil Friedman, Whitefield  
2:34:353 Richard Mardell, Highambury  
2:36:628 Ned Pendleton, Brackley

### DEATH RACE MODE

0:21:643 Magnus Smith, Burra Isle  
0:27:692 Richard Dunn, New Leake  
0:43:025 Kevin Olding, Musciville  
0:46:962 Neil Friedman, Whitefield

## Wave Race

### SUNNY BEACH

0:55:388 David Ryan, Derby  
0:57:863 Adam Tucker, Great Yarmouth  
0:58:142 James Eyre, Leicester  
0:59:296 Luke Sutton, South Australia  
1:00:782 Alan Dundas, Arbroath

### SUNSET BAY

1:00:144 Adam Tucker, Great Yarmouth  
1:03:207 Luke Sutton, South Australia  
1:03:925 Alan Dundas, Arbroath  
1:09:152 Gavin Deadman, Biggin Hill  
1:11:608 James Eyre, Leicester

### DRAKE LAKE

0:57:965 David Ryan, Derby  
1:06:908 Adam Tucker, Great Yarmouth  
1:09:305 Alan Dundas, Arbroath  
1:12:527 Gavin Deadman, Biggin Hill  
1:12:902 Ross McKinstry, Arbroath

### GLACIER COAST

1:19:448 David Ryan, Derby  
1:19:942 Adam Tucker, Great Yarmouth  
1:29:522 Alan Dundas, Arbroath  
1:36:655 Douglas Bonnes, East Kilbride  
1:39:393 Charles Nuttall, Oldham

### PORT BLUE

1:23:733 David Ryan, Derby  
1:24:704 Adam Tucker, Great Yarmouth  
1:29:903 Charles Nuttall, Oldham  
1:30:304 Mick Smith, Worcester  
1:38:255 Ruaidhri Dunn, Enfield

### SOUTHERN ISLAND

1:05:837 Adam Tucker, Great Yarmouth  
1:12:716 James Eyre, Leicester  
1:13:497 Luke Sutton, South Australia  
1:17:721 Gavin Deadman, Biggin Hill  
1:20:020 Mick Smith, Worcester

### TWILIGHT CITY

1:28:483 David Ryan, Derby  
1:44:321 Adam Tucker, Great Yarmouth  
1:46:449 Gavin Deadman, Biggin Hill  
1:47:538 Ruaidhri Dunn, Enfield  
1:48:406 Simon Blakeney, Basinstoke

### MARINE FORTRESS

1:15:165 David Ryan, Derby  
1:18:853 Adam Tucker, Great Yarmouth  
1:27:710 James Eyre, Leicester  
1:27:854 Ruaidhri Dunn, Enfield  
1:30:372 Gavin Deadman, Biggin Hill

## Diddy Kong Racing

### ANCIENT LAKE

00:32:21 Stacy Needham, Bicester  
00:37:11 Keith Boiston, Felling  
00:42:03 Adam Charlton, Buckden  
00:42:10 Rob Pierce, Salisbury  
00:42:54 Stephen Henderson, Upminster

### FOSSIL CANYON

00:58:26 Stacy Needham, Bicester  
01:04:03 Keith Boiston, Felling  
01:04:62 James Eyre, Leicester  
01:05:00 Adam Charlton, Buckden  
01:10:00 Arthur van Dalen, Netherlands

### JUNGLE FALLS

00:41:53 Adam Charlton, Buckden  
00:42:60 Keith Boiston, Felling  
00:45:66 Arthur van Dalen, Netherlands  
00:47:13 Richard Dunn, Boston  
00:47:46 Rob Pierce, Salisbury

### TREASURE CAVES

00:42:20 Keith Boiston, Felling  
00:44:75 Adam Charlton, Buckden  
00:47:71 Arthur van Dalen, Netherlands  
00:49:06 Richard Dunn, Boston  
00:49:31 Thomas Ferrari, Norfolk

### WHALE BAY

00:53:01 Keith Boiston, Felling  
00:57:06 Rob Pierce, Salisbury  
00:59:63 Danny Dunn, New Leake  
01:02:11 Raymond Burton, Stockbridge  
01:02:25 Daniel Hooley, Breaston

### PIRATE LAGOON

01:01:23 Keith Boiston, Felling  
01:04:36 Rob Pierce, Salisbury  
01:05:73 Jan-Erik Spangberg, Sweden  
01:11:35 Jon Quarrie, Stapleford  
01:11:91 Tammy Harris, Birmingham

### WINDMILL PLAINS

01:33:18 Keith Boiston, Felling  
01:35:45 Adam Charlton, Buckden  
01:45:93 Richard Dunn, Boston  
01:49:36 Jan-Erik Spangberg, Sweden  
01:52:10 Rob Pierce, Salisbury

### CRESCENT ISLAND

01:07:45 Keith Boiston, Felling  
01:11:40 Adam Charlton, Buckden  
01:14:31 Richard Dunn, Boston  
01:17:43 Jan-Erik Spangberg, Sweden  
01:21:31 Kevin Seeney, Bury St Edmunds

### HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester  
01:04:33 Keith Boiston, Felling  
01:10:35 James Eyre, Leicester  
01:15:75 Richard Dunn, Boston  
01:17:93 Rob Pierce, Salisbury

### GREENWOOD VILLAGE

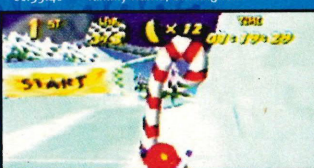
1:16:26 Stacy Needham, Bicester  
1:22:01 Jan-Erik Spangberg, Sweden  
1:22:73 Kevin Seeney, Bury St Edmunds  
1:23:25 Richard Dunn, New Leake  
1:27:24 James Eyre, Leicester

### HAUNTED WOODS

00:51:26 Keith Boiston, Felling  
00:52:76 Richard Dunn, New Leake  
00:54:05 Kevin Seeney, Bury St Edmunds  
00:54:95 Jan-Erik Spangberg, Sweden  
00:55:66 Anthony Hooley, Breaston

### FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury  
01:20:60 Richard Dunn, New Leake  
01:21:86 Kevin Seeney, Bury St Edmunds  
01:30:11 Anthony Hooley, Breaston  
01:35:41 Tammy Harris, Birmingham



### EVERFROST PEAK

01:19:88 James Eyre, Leicester  
01:25:26 Richard Dunn, New Leake  
01:28:16 Tammy Harris, Birmingham  
01:30:91 Kevin Seeney, Bury St Edmunds  
01:37:03 Jon Quarrie, Stapleford

### SNOWBALL VALLEY

00:44:10 Stacy Needham, Bicester  
00:53:40 Richard Dunn, New Leake  
00:54:70 Jan-Erik Spangberg, Sweden  
00:55:10 James Eyre, Leicester  
00:56:85 Tammy Harris, Birmingham

### BOULDER CANYON

01:25:48 Keith Boiston, Felling  
01:33:36 Rob Pierce, Salisbury  
01:33:81 Danny Dunn, New Leake  
01:34:11 James Eyre, Leicester  
01:36:30 Kevin Seeney, Bury St Edmunds

### WALRUS COVE

01:29:31 Keith Boiston, Felling  
01:30:73 Adam Charlton, Buckden  
01:32:15 Jeffrey Van Der Aa, The Netherlands  
01:40:95 Richard Dunn, Boston  
01:41:55 Jan-Erik Spangberg, Sweden

### SPACEDUST ALLEY

01:28:83 James Eyre, Leicester  
01:34:51 Danny Dunn, New Leake  
01:34:63 Keith Boiston, Felling  
01:44:61 Arthur van Dalen, Netherlands  
01:47:51 Kevin Seeney, Bury St Edmunds

### DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling  
01:46:41 Adam Charlton, Buckden  
01:49:03 Richard Dunn, Boston  
01:55:43 Kevin Seeney, Bury St Edmunds  
01:55:71 Jan-Erik Spangberg, Sweden

### SPACEPORT ALPHA

01:32:31 Keith Boiston, Felling  
01:41:51 James Eyre, Leicester  
01:44:35 Kevin Seeney, Bury St Edmunds  
01:44:60 Danny Dunn, New Leake  
01:46:23 Rob Pierce, Salisbury

### STAR CITY

01:25:76 Stacy Needham, Bicester  
01:29:36 Kevin Seeney, Bury St Edmunds  
01:30:45 Rob Pierce, Salisbury  
01:30:90 Richard Dunn, Boston  
01:31:66 Jan-Erik Spangberg, Sweden

## Snowboard Kids

### ROOKIE MOUNTAIN

0:26:43 Rob Pierce, Salisbury  
0:26:56 Kevin Seeney, Bury St Edmunds  
0:26:60 Chris Dawson, New South Wales  
0:26:63 Kenneth Dundas, Arbroath  
0:26:90 Philip Longhurst, Sudbury

### BIG SNOWMAN

1:37:23 Kevin Seeney, Bury St Edmunds  
1:37:43 Rob Pierce, Salisbury  
1:38:56 Philip Longhurst, Sudbury  
1:39:30 Jay Scott, Fort William  
1:41:26 David Dennison, Welwyn Garden City

### SUNSET ROCK

1:34:80 Philip Longhurst, Sudbury  
1:35:23 Kevin Seeney, Bury St Edmunds  
1:37:63 Jay Scott, Fort William  
1:38:50 Rob Pierce, Salisbury  
1:40:56 John Brennan, Bicester



### NIGHT HIGHWAY

1:29:36 Kevin Seeney, Bury St Edmunds  
1:31:43 John Lambregts, The Netherlands  
1:31:20 Chris Dawson, New South Wales  
1:31:60 Rob Pierce, Salisbury  
1:32:66 Kenneth Dundas, Arbroath

### GRASS VALLEY

1:41:63 Kevin Seeney, Bury St Edmunds

### DIZZY LAND

1:42:26 Rob Pierce, Salisbury  
1:43:43 Chris Dawson, New South Wales  
1:44:86 Kenneth Dundas, Arbroath  
1:45:43 John Lambregts, The Netherlands

### QUICKSAND VALLEY

01:34:30 Kevin Seeney, Bury St Edmunds  
01:36:66 Chris Dawson, New South Wales  
01:37:10 Rob Pierce, Salisbury  
01:37:40 John Lambregts, The Netherlands  
01:37:83 Kenneth Dundas, Arbroath

### SILVER MOUNTAIN

01:45:63 Kevin Seeney, Bury St Edmunds  
01:45:80 John Lambregts, The Netherlands  
01:46:16 Philip Longhurst, Sudbury  
01:46:63 Jan-Erik Spangberg, Sweden  
01:46:86 Kenneth Dundas, Arbroath

### NINJA LAND

01:22:93 John Lambregts, The Netherlands  
01:23:06 Rob Pierce, Salisbury  
01:23:73 Philip Longhurst, Sudbury  
01:23:93 Kevin Seeney, Bury St Edmunds  
01:24:50 Kenneth Dundas, Arbroath

### ANIMAL LAND TRICK SCORE

5520 Robert Gallagher, Southampton  
4484 Kevin Seeney, Bury St Edmunds  
4352 Joe Young, Bickerton  
2780 Mike Hutton, Kingswear  
2704 Mike Brear, Wirral

## Mario Kart 64



### LUIGI RACEWAY

00:36:91 Arif Mollah, Rochdale  
00:43:73 Adam Tucker, Great Yarmouth  
00:48:24 Jon Burrows, Queensland  
00:48:42 Caroline Fawcett, North Horncastle  
00:49:64 Richard Dunn, New Leake

### MOO MOO FARM

01:16:55 James Eyre, Leicester  
01:18:74 Arif Mollah, Rochdale  
01:19:26 Adam Tucker, Great Yarmouth  
01:20:51 James Allsopp, Alveston  
01:21:45 Alan Dundas, Arbroath

### KOOPA TROOPA BEACH

01:23:17 James Eyre, Leicester  
01:24:04 Adam Tucker, Great Yarmouth  
01:24:48 Arif Mollah, Rochdale  
01:27:81 Alan Dundas, Arbroath  
01:27:99 Ross Toad, Arbroath

### FRAPPE SNOWLAND

00:25:33 Arif Mollah, Rochdale  
00:25:34 Arthur van Dalen, Netherlands  
00:27:45 Alan Pierce, Salisbury  
00:27:72 Rob Pierce, Salisbury  
00:29:57 Danny Dunn, New Leake

### MARIO RACEWAY

00:18:80 Arif Mollah, Rochdale  
00:27:79 Adam Tucker, Great Yarmouth  
00:49:38 David Park, Hebburn  
00:51:47 Caroline Fawcett, North Horncastle  
00:53:62 Jon Burrows, Queensland

### WARIO STADIUM

00:18:84 Arif Mollah, Rochdale  
00:19:68 Aaron Norris, Western Australia  
00:21:22 Richard Dunn, New Leake  
00:22:03 Rob Pierce, Salisbury  
00:22:17 Danny Dunn, New Leake

### CHOCO MOUNTAIN

0:57:96 James Eyre, Leicester  
01:00:56 Richard Dunn, New Leake  
1:02:98 Arif Mollah, Rochdale  
01:20:74 Adam Tucker, Great Yarmouth  
01:28:19 Jon Burrows, Queensland

### ROYAL RACEWAY

01:24:69 Arif Mollah, Rochdale  
01:27:43 Adam Tucker, Great Yarmouth  
01:47:73 Jon Burrows, Queensland  
01:55:76 James Eyre, Leicester  
01:57:53 Mick Smith, Worcester  
01:59:27 Martin Hurley, St Helens

### KALAMARI DESERT

01:01:43 Arif Mollah, Rochdale  
01:09:01 Adam Tucker, Great Yarmouth  
01:20:65 James Eyre, Leicester  
01:23:84 Jon Burrows, Queensland  
01:29:45 James Eyre, Donington Le Heath

### YOSHI VALLEY

00:34:83 Stacy Needham, Bicester  
00:34:88 Aaron Norris, Western Australia  
00:35:19 Danny Dunn, New Leake  
00:37:64 Arif Mollah, Rochdale  
01:05:34 Matthys ten Ham, The Netherlands

### RAINBOW ROAD

04:04:92 Adam Tucker, Great Yarmouth  
04:04:70 Arif Mollah, Rochdale  
04:07:80 Jamie Eccles, California  
04:15:95 Alan Dundas, Arbroath  
04:18:57 Charles Nuttall, Oldham

### BANSHEE BOARDWALK

00:58:76 Jon Burrows, Queensland  
01:20:52 Adam Tucker, Great Yarmouth  
01:47:28 Arthur Van Dalen, The Netherlands  
01:53:66 James Eyre, Leicester  
01:54:64 Arif Mollah, Rochdale

### DONKEY KONG'S JUNGLE PARKWAY

00:28:81 Arif Mollah, Rochdale  
00:29:03 Aaron Norris, Western Australia  
00:31:94 Danny Dunn, New Leake  
00:35:01 Rob Pierce, Salisbury  
00:46:29 Richard Dunn, New Leake

### SHERBET LAND

01:35:89 Jon Burrows, Queensland  
01:41:19 Adam Tucker, Great Yarmouth  
01:43:24 James Eyre, Leicester  
01:44:20 Arif Mollah, Rochdale  
01:51:69 James Eyre, Donington Le Heath  
01:53:24 Alan Dundas, Arbroath

### BOWSER'S CASTLE

01:20:90 Adam Tucker, Great Yarmouth  
01:58:95 Jon Burrows, Queensland  
02:02:79 James Eyre, Leicester  
02:03:39 Arif Mollah, Rochdale  
02:04:44 Kenneth Dundas, Arbroath



### TOAD'S TURNPIKE

01:43:33 Arif Mollah, Rochdale  
01:45:53 Jon Burrows, Queensland  
01:46:27 Adam Tucker, Great Yarmouth  
01:46:63 James Allsopp, Alveston  
01:47:19 Alan Dundas, Arbroath

## Star Wars: Rogue Squadron

### AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake  
00:45 Arif Mollah, Rochdale  
00:56 Jan-Erik Spangberg, Sweden  
01:01 Ben Webster, Millbridge  
01:03 Chris Handley, Notts

### RENDEZVOUS ON BARKHESH

05:10 Paul Nicholls, Coventry  
05:19 Richard Dunn, New Leake  
05:49 John Brennan, Bicester  
05:19 Ian Lawlor, Churwell  
05:19 Arif Mollah, Rochdale

### THE SEARCH FOR THE NONNAH

03:29 Arif Mollah, Rochdale  
03:31 Richard Dunn, New Leake  
04:30 John Brennan, Bicester  
04:36 Paul Nicholls, Coventry  
05:06 Ian Lawlor, Churwell

### THE JADE MOON

01:02 Richard Dunn, New Leake  
01:15 Jan-Erik Spangberg, Sweden  
01:18 Arif Mollah, Rochdale  
01:36 Paul Nicholls, Coventry  
01:50 Ben Webster, Millbridge

### DEFECTION AT CORELLIA

07:29 Jan-Erik Spangberg, Sweden  
08:10 Arif Mollah, Rochdale  
09:02 Chris Handley, Notts  
09:09 John Brennan, Bicester

### THE LIBERATION OF GERRARD V

02:23 Jason Lloyd Parsons, Llangoe  
04:04 Arif Mollah, Rochdale  
04:04 Richard Dunn, New Leake  
04:04 Jan-Erik Spangberg, Sweden  
04:39 John Brennan, Bicester

### IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake  
02:12 Arif Mollah, Rochdale  
02:22 Philip Munt, Surrey  
02:27 John Brennan, Bicester  
02:31 Ian Lawlor, Churwell

### ASSAULT ON KILE II

01:55 Richard Dunn, New Leake  
02:39 Arif Mollah, Rochdale  
05:55 Ian Lawlor, Churwell

### RESCUE ON KESSEL

0:24 Richard Dunn, New Leake  
0:24 Jan-Erik Spangberg, Sweden

### PRISONS OF KESSEL

0:34 John Brennan, Bicester  
0:37 Paul Nicholls, Coventry  
0:41 Oliver Lonsdale, West Bridgeford  
0:32 Ian Lawlor, Churwell

### BATTLE ABOVE TALORAAN

01:58 Richard Dunn, New Leake  
02:02 Arif Mollah, Rochdale  
02:24 John Brennan, Bicester  
03:47 Ian Lawlor, Churwell  
06:18 John Brennan, Bicester

### ESCAPE FROM FEST

05:29 Arif Mollah, Rochdale  
06:21 John Brennan, Bicester

### BLOCKADE ON CHANDRILA

04:48 Ian Lawlor, Churwell  
05:10 Arif Mollah, Rochdale  
05:11 John Brennan, Bicester  
05:25 Richard Dunn, New Leake

### RAID ON SULLUST

01:25 Arif Mollah, Rochdale  
01:43 Richard Dunn, New Leake  
02:54 Ian Lawlor, Churwell

### MOFF SEERDON'S REVENGE

04:01 Arif Mollah, Rochdale  
04:08 John Brennan, Bicester  
05:50 Paul Nicholls, Coventry

### THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake  
03:07 Jan-Erik Spangberg, Sweden  
03:11 Arif Mollah, Rochdale

### BATTLE OF HOTH

02:49 Jan-Erik Spangberg, Sweden  
03:16 Arif Mollah, Rochdale  
03:18 Danny Dunn, New Leake

### THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake  
01:56 Jan-Erik Spangberg, Sweden  
01:58 Ben Webster, Millbridge  
01:58 Arif Mollah, Rochdale  
02:16 John Brennan, Bicester  
02:33 Andy Murray, Bournemouth

## Fighter's Destiny

### RECORD ATTACK: FASTEST

0:20:60 Gavin Deadman, Biggin Hill  
0:20:91 Ben Atkinson, Newcastle-Upon-Tyne  
0:33:82 Jan-Erik Spangberg, Sweden  
0:35:25 Jon Quarrie, Stapleford  
0:36:19 Nicholas Davies, Longfield

### RECORD ATTACK: RODEO

7:44:55 James Eyre, Leicester  
6:58:30 Nicholas Davies, Longfield  
5:26:35 Jon Quarrie, Stapleford  
2:55:24 Paul Culshaw, Welwyn Garden City  
2:18:74 Keith Cooper, Edgbaston

### RECORD ATTACK: SURVIVAL

229 wins Russell Murray, Bournemouth  
101 wins Gavin Deadman, Biggin Hill  
100 wins James Eyre, Leicester  
93 wins Nicholas Davies, Longfield  
63 wins Paul Culshaw, Welwyn Garden City

## Chameleon Twist

### JUNGLE LAND

03:11 Luke Sutton, South Australia  
03:15 Robert Gallagher, Southampton

### ANT LAND

09:27 Robert Gallagher, Southampton

## Star Wars: Episode One Racer

### BOONTA TRAINING COURSE

01:53:851 Luke Sutton, South Australia  
01:55:455 Martin Hurley, St Helens  
01:59:323 Andy Murray, Bournemouth

## Tetrisphere

### RESCUE

259549700 Joel Smith, Springwood, Australia  
145032800 Jay Scott, Fort William  
107014300 John Lambregts, The Netherlands  
82047300 Gavin Brennan, Claremorris  
78621700 Barbet Koolmees, The Hague, Holland

## SCARS

### ISLAND

0:45:20 Luke Sutton, South Australia  
0:45:48 Luke Kemp, Sevenoaks  
0:46:76 Jeffrey Van Der Aa, The Netherlands

### SKI

1:04:84 Jeffrey Van Der Aa, The Netherlands  
1:09:48 Luke Kemp, Sevenoaks

### RALLY

0:53:44 Jeffrey Van Der Aa, The Netherlands  
0:55:84 Luke Kemp, Sevenoaks

### CANYON

0:51:12 Jeffrey Van Der Aa, The Netherlands  
0:51:84 Luke Kemp, Sevenoaks

### MOUNTAIN

1:11:44 Jeffrey Van Der Aa, The Netherlands  
1:13:36 Luke Kemp, Sevenoaks

### WATER

0:46:04 Jeffrey Van Der Aa, The Netherlands  
0:47:92 Luke Kemp, Sevenoaks

### PIPE

1:24:24 Luke Kemp, Sevenoaks  
1:28:52 Jeffrey Van Der Aa, The Netherlands

### BLADE

0:58:36 Luke Kemp, Sevenoaks  
0:59:24 Jeffrey Van Der Aa, The Netherlands

### AZTEC

0:47:52 Luke Sutton, South Australia  
0:53:32 Luke Kemp, Sevenoaks

## Turok

### TRAINING LEVEL

2:12 Michael Williams, Exeter  
2:17 Mikhael Farrelly, Zimbabwe  
2:20 Richard Dunn, New Leake  
2:23 Fiaz Farrelly, Zimbabwe  
2:33 Ben Webster, Millbridge

## Vigilante 8

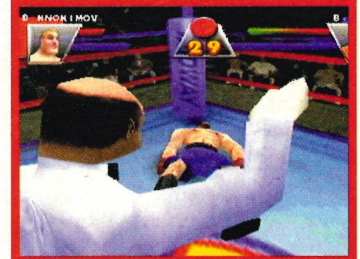
### SURVIVAL MODE

99:56 with 180 kills Ian Lawlor, Churwell  
84:02 with 115 kills Ben Andrew, St Ives  
71:55 with 121 kills Paul Nicholls, Coventry  
47:56 with 69 kills Alex Cadby, Weston-Super-Mare

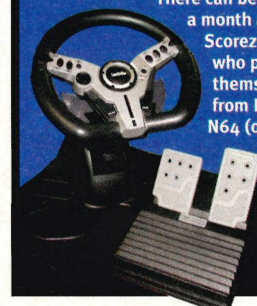
## SCOREZONE CHALLENGE

### CONTENDER READY...

Your challenge this month is to get the highest training percentages on the comedy boxing game *Ready 2 Rumble*. This includes aerobics, sway bag, speed bag, heavy bag and weight lifting.



## THE ULTIMATE PLAYER!



There can be only one! Well, only one a month anyway. Every issue, the Scorezone gaming champion who picks up the coveted accolade of Ultimate Player, wins themselves a rather spiffy Top Drive 3-in-1 Steering Wheel from Logic 3! This cool piece of kit is compatible with your N64 (obviously), but also works with the PlayStation and the now antique Sega Saturn, so it's perfect for anyone flirting with more than one format.

Any readers not quite adept enough to make Ultimate Player can get the Top Drive wheel for £44.99 from Logic 3 on (0208) 902 2211!

Just when you thought the Seventies were over, it's time to pull on your flares again!

# Vigilante 8: 3





# Second Offense

## PROPULSION

There are three types of propulsion that can be picked up in the game. Some are only available on certain levels. Once added-on, they can't be deactivated!



### Hoverpods

Hovering is the fastest way to get around. It gives you a better view of the battlefield, as well as negating the effects of terrain. However, hovering brings no advantages when crossing deep water. It also makes you an easier target.

### Hydrofloater

When travelling over deep water this power-up is a necessity. Driving over

water is much tougher than on land. Enemy fire can easily capsize your craft and if you sustain too much damage the Hydrofloater will fail, causing you to sink.

### Skis 'N' Treads

If you want to drive on tundra or snow, Skis 'N' Treads are essential. The extra traction they give will help you turn faster and climb hills. They do, however, hamper your breaking. If you need to stop, leave plenty of room!

## Cheating Varmints!

If you need a helping hand, these codes might do the job. To reach the Code Entry screen, go to Options and select Game Status. Highlight a character and then press L and R to bring up the Cheat menu. Input the following codes.

Remove Reload Time  
RAPID\_FIRE  
Mega-Hard Difficulty  
UNDER\_FIRE  
Slow Game Down  
GO\_SLOW\_MO  
Increase Vehicle Weight  
GO\_RAMMING  
Play Old Vigilante 8 Arenas  
OLD\_LEVELS  
Increase Floating Height  
HI\_CEILING  
Only Car In Arcade Mode  
HOME\_ALONE  
Floating Cars  
NO\_GRAVITY  
Monster Truck Wheels  
GO\_MONSTER  
Show All FMV  
LONG\_MOVIE  
Identical Multiplayer Cars  
MIXES\_CARS  
Powerful Missiles  
BLAST\_FIRE  
High Speed Driving  
MORE\_SPEED  
No Propulsion Add-Ons  
DRIVE\_ONLY

## ARMED TO THE TEETH!

### Bruiser Cannon

At close range, the cannon is a powerful and accurate weapon. At mid to long distances its shells can be easily avoided. Smaller vehicles are knocked flying if successfully hit.

#### Ricochet

▼, ▲, ► + Z

Cost: 5 Shells

Fires a blue ball that bounces off cars and terrain, striking up to five times.

#### Buckshot

▼, ▲, ▲ + Z

Cost: 5 Shells

Unleashes a spread of shells from the cannon. Devastating at close range.

#### Cow Puncher

▼, ▲, ▼ + Z

Cost: 2 Shells

Knocks enemy vehicles flying. Useful for getting them off your back

### Sky Hammer Mortar

The mortar's shells fire straight up, so it's not a good idea to fire them inside a building you have to protect. The mortar's slow shot speed also makes it difficult to hit fast-moving vehicles.

#### Shocker

▼, ▼, ► + Z

Cost: 2 Shells

Fires a blue shot that can occasionally disable a vehicle's engine.

### Crater Maker

▼, ▼, ▲ + Z

Cost: 5 Shells

This will create a massive blast on landing, which leaves a huge crater behind.

#### Turtle Turnover

▼, ▼, ▼ + Z

Cost: 2 Shells

If this shot hits, the enemy vehicle will bounce skywards and flip over.

### Interceptor Missiles

Most of the time the homing missiles will hit everything you target. However, if fired in elevated or dense areas, they're prone to hit intervening terrain.

#### Star Burst

▲, ▲, ► + Z

Cost: 1-5 Missiles

Launches up to five missiles rapidly at your selected target.



### After Burner

▲, ▲, ▲ + Z

Cost: 1 Missile

Allows your vehicle to charge well over and above its top speed.

#### Halo Decoy

▲, ▲, ▼ + Z

Cost: 2 Missiles

Launches a missile which prevents the enemy targeting your vehicle.

### Bullseye Rockets

The rockets are slow-moving and dumb-fired, so you'll need to be a darned good



# PLAYING GUIDE

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shot to hit anything with them. They are best used for destroying buildings or other

immobile objects.  
**Red, White & Blue**

▲, ▼, ► + Z

Cost: 2 Rockets

Fires three unguided rockets simultaneously in one salvo.

## Stampede

▲, ▼, ▲ + Z

Cost: 5 Rockets

Rapidly fires five rockets in quick succession, causing maximum damage to your enemy.

## Road Runner

▲, ▼, ▼ + Z

Cost: 2 Rockets

On striking, this rocket sends the target vehicle spinning wildly out of control.



## Roadkill Mines

Mines do very little damage when activated and their garish yellow colour makes them easy to spot. They do dissuade pursuers, though.

### Seeker

◄, ►, ► + Z

Cost: 2 Mines

Unlike a conventional mine, the floating Seeker hunts out enemy vehicles.

### Bear Hug

◄, ►, ▼ + Z

Cost: 2 Mines

Drops a magnetic mine that sucks in anyone in range, holding them for a few seconds.

### Cactus Patch

◄, ►, ▲ + Z

Cost: 6 Mines

This drops a flashing red mine that, when activated, explodes into a shower of mines.

## Brimstone Burner

The Burner sets fire to anything it hits.

Buildings and cars both take severe damage from prolonged exposure. It has



a very limited range, but is useful for scattering enemy cars.

### Oil Slick

►, ◄, ► + Z

Cost: 5 Shots

Leaves behind a pool of the black stuff that causes anyone touching it to skid out of control.

### Fire Wall

►, ◄, ▼ + Z

Cost: 15 Shots

Drops a line of fire behind your car that will set alight anyone touching it.

### Fire Burst

►, ◄, ▲ + Z

Cost: 15 Shots

Unleashes a ball of fire that explodes, setting fire to everything in the vicinity.

## VIGILANTES

### SHEILA



SELECT PLAYER	
Wonderwagon	
AD	01
HP	348
SP	176
AR	86
TA	310
SW	15

CAR: Wonderwagon

ACCELERATION: 348

SPEED: 176

ARMOUR: 86

TARGET AVOIDANCE: 310

SPECIAL WEAPON: Tantrum Gun

Sheila's car is small, making her very difficult to hit. This is just as well, as the Wonderwagon has poor

armour. The wagon's small size also means it gets knocked around like a paper hat in a thunderstorm. Every hit it takes will send you flying. The best thing about the Wonderwagon is its weapon. The Tantrum Gun is very accurate at close range and packs a massive 50 shot ammo clip. In addition to the damage it does, every fifth shot knocks a weapon off the target vehicle.

### JOHN TORQUE



SELECT PLAYER	
Thunderbolt	
AD	01
HP	400
SP	344
AR	182
TA	104
SW	15

CAR: Thunderbolt

ACCELERATION: 400

SPEED: 344

ARMOUR: 182

TARGET AVOIDANCE: 104

SPECIAL WEAPON: Wheel O' Fortune

The Thunderbolt is one of the best default vehicles. It has superior handling and speed, with an ultra-

powerful weapon tacked on. The Wheel O' Fortune does a terrific amount of damage, as well producing a random effect on the enemy vehicle. This can range from weapons theft to massive recoil. Though the length of John's machine makes it quite easy to target, the superior armour, speed, and weapons more than make up for this. Besides which, you'll be too busy looking good to notice.

### FLYING ALL STAR TRIO



SELECT PLAYER	
Dakota Stunt Cycle	
AD	01
HP	338
SP	204
AR	50
TA	348
SW	15

CAR: Dakota Stunt Cycle

ACCELERATION: 336

SPEED: 204

ARMOUR: 50

TARGET AVOIDANCE: 348

SPECIAL WEAPON: Soaring Glory

Just don't get us started on this bike, just don't! The best thing about the All Star Trio is their deadly special

weapon. The Soaring Glory launches three firework rockets into the air, where they then track and destroy your target. Each rocket has a massive blast radius and it is quite easy to destroy a vehicle with one or two shots. Unfortunately, the bike is to handling what water torture is to breathing. It's difficult to keep on the road and very little damage is required to remove it from existence.

## VIGILANTE MISSIONS

### MISSION 1: ARIZONA – METEOR CRATER

- A. Collect Two Briefcases
- B. Protect Meteor Observatory
- C. Destroy Enemy Vehicle

A nice easy first quest – the hardest part is finding the cases. They need to be recovered quickly before the observatory is trashed. The first case is hidden at the observatory itself. Do a quick drive-thru and snatch it up. The second case should be in the same place or behind a donut shop.

### MISSION 2: LOUISIANA – GHOSTLY BAYOU

- A. Collect Two Briefcases From Tombs
- B. Protect Tombs
- C. Ace The Coyote

This mission is also a bit of a milk run. The Briefcases are quite easy to find and they're both in the same place: the graveyard. Either drive across the swamp or use the teleporter in the spooky house in order to reach the archway. From there, search for tombs that have a single black door. Blast a short burst of machine gun fire at the doors and you should dislodge a Briefcase. If one doesn't appear then check another tomb.

With both cases secure, get out of the graveyard and head for the other side of the swamp; you don't want the tombstones destroyed in the ensuing battle.

### MISSION 3: FLORIDA – LAUNCH SITE

- A. Collect Three Bombs
- B. Protect And Launch Apollo Rocket
- C. Eliminate All Opposition

First of all, go and launch the Apollo rocket so that it cannot be destroyed during the mission. The rocket is on the tracked platform next to the NASA building. Drive straight for the NASA sign. Face the building on the left. Shoot the door and enter the launch centre. The rocket will then move to the launch site. Re-enter the NASA building when the rocket reaches the site to launch it.

Now you have to go after the three bombs. Drive behind the NASA building and collect the Hydrofloaters. Head across the sea to the small island surrounded by an electric fence. Shoot your way through the deadly electrified wire and pick up all three bombs.

### MISSION 4: PENNSYLVANIA – STEEL MILL

- A. Locate Three Supply Boxes
- B. Protect Money Train
- C. Terminate Enemy Vehicles

Search the factory and the front of the yard to find the first two Supply Boxes. Extend your search to the siding and the coal mounds if you come up empty. The final Supply Box is in one of the train's carriages. Give them a quick burst of gunfire to dislodge it.

Keeping the train alive isn't too hard. Just be sure to protect the two bridges that cross the river – if they get destroyed, the train's done for. Try and get the Coyotes to follow you into the factory, where they can be lured into the hot metal and certain death.

### MISSION 5: MINNESOTA – NUCLEAR PLANT

- A. Collect Three Bombs
- B. Protect The Nuclear Plant
- C. Scrap The Enemy

The three bombs are all stashed inside the main nuclear plant. One is between the two yellow turbines, the other two are at the sides. Sometimes they appear in the control room. Once you have collected the bombs, get clear of the plant. The generators on the far side cause major damage to any vehicle touching them. A good tactic is to get hold of a Bruiser Cannon and use the Cowpuncher special to knock the enemy into the generators.

### MISSION 6: UTAH – WINTER GAMES

- A. Collect Three Briefcases And Deliver Them To Lodge
  - B. Protect Lodge
  - C. Remove The Enemy From Face Of Earth
- Don't bother looking for the Briefcases; the Coyotes are carrying them. Each car will yield a Briefcase when destroyed. All you have to do is eliminate the Coyotes

then drop off the cases at the lodge. Try your hand at some of the winter events, then visit the award podium to collect some serious firepower.

### MISSION 7: CALIFORNIA – PACIFIC HARBOUR

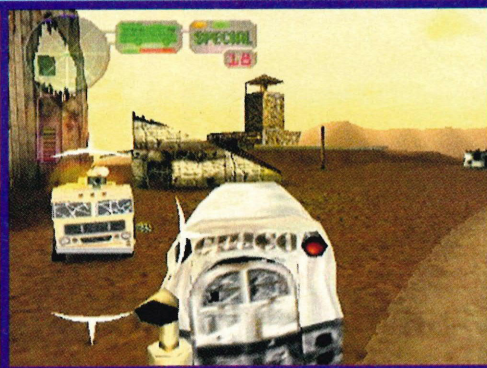
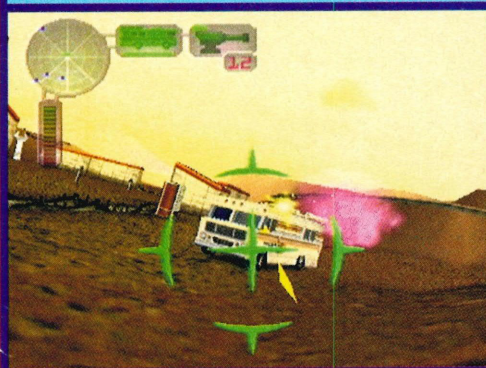
- A. Collect Three Supply Boxes
- B. Protect Barge
- C. Perish Enemy Cars

The easiest way to protect the barge is to steer well clear of it. Don't drive round the central dock unless the barge is out to sea. To find the Supply Boxes, search all the warehouses, then check out the container storage yards on the far side of the docks. Sometimes they can be found in the water near the two piers.

### MISSION 8: ALASKA – ALASKAN PIPELINE

- A. Collect Five Bombs And Dump Them Into The Sea
- B. Protect Oil Silos
- C. Exterminate Enemy Cars

The oil silos are very hard to protect as most of the Bombs are located near them. Luckily, all four have to be destroyed for the mission to fail. Your first priority should be to find the Bombs. Most are located on and around the silos. Some are hidden under the long overhead pipes. A few are hidden amongst the rocks.



## HOUSTON



### SELECT PLAYER

Samson Tow Truck



ACCELERATION	310	50
SPEED	204	6
ARMOUR	256	65
TARGET AVOIDANCE	110	35

CAR: Samson Tow Truck

ACCELERATION: 310

SPEED: 204

ARMOUR: 256

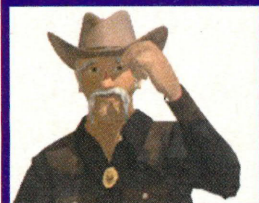
TARGET AVOIDANCE: 110

SPECIAL WEAPON: Tow Hook

This is the first one of the Vigilantes to be unlocked. Houston has a top Tow Hook attack,

which she uses to drag opponents and catapult them into the air. This is particularly effective on water levels, where the enemy can be thrown to the sharks. The Tow Hook does most damage when dragging the enemy, but can be easily snapped. The Samson Tow Truck has reasonable handling and above-average armour, so you won't have much trouble achieving victory.

## CONVOY



### SELECT PLAYER

Livingston Truck



ACCELERATION	50	35
SPEED	148	6
ARMOUR	400	60
TARGET AVOIDANCE	62	10

CAR: Livingston Truck

ACCELERATION: 50

SPEED: 148

ARMOUR: 400

TARGET AVOIDANCE: 62

SPECIAL WEAPON: Rolling Thunder

The Livingston Truck is so slow and unmanoeuvrable that you'll soon become frustrated. The trailer section

at the back of the truck should be destroyed at the earliest opportunity. Collecting the Hydrofloater power-up usually does it. After the troublesome trailer has been removed, you can deal some death! With maximum armour at its disposal, the best weapon to use is the truck itself. Ram and crush the opposition using its superior weight and a few blasts from Rolling Thunder.

## COYOTES

## DALLAS 13



**CAR:** Palomino XIII  
**ACCELERATION:** 362  
**SPEED:** 316  
**ARMOUR:** 232  
**TARGET AVOIDANCE:** 72  
**SPECIAL WEAPON:** Mega Collider  
 The hovering Palomino XII can easily be hit or bounced around, though the cushion of air on which it travels negates terrain effects. It travels as fast

on snow and ice as it does on land. The Mega Collider is a laser that produces a lance of fire that burns through anything it touches. It also repels and knocks aside enemy vehicles caught in the beam. The shot lasts for a few seconds, so you can move the car to adjust your aim. This weapon is particularly effective at destroying objectives.

## NINA LOCO



**CAR:** El Guerrero  
**ACCELERATION:** 336  
**SPEED:** 260  
**ARMOUR:** 206  
**TARGET AVOIDANCE:** 136  
**SPECIAL WEAPON:** Lemming Missile  
 Swift and dangerous, the El Guerrero is a car to be reckoned with. While not as good as John Torque's Thunderbolt, the El Guerrero can still run rings

around most of the opposition. The Lemming Missile is a pretty cool device. When activated it will fly skywards, then descend on your target at high speed. The blast sends the enemy car flying. The size of Nina's car makes her a pretty easy target, so you should grab a load of Special Weapon crates and fight from a distance.

## MOLO



**CAR:** Blue Burro Bus  
**ACCELERATION:** 128  
**SPEED:** 92  
**ARMOUR:** 352  
**TARGET AVOIDANCE:** 112  
**SPECIAL WEAPON:** Smog Check  
 It is important to maintain a (relatively!) high speed with the Blue Burro Bus, so that you can go on a ramming frenzy. Because the vehicle is

so slow aiming at faster cars is almost impossible, so make sure you pick up plenty of Homing Missiles and guided weapons. The Smog Check is about the most useless weapon you can get. Yes, it paralyses the enemy cars caught in its short-range smoke; unfortunately it has a very short range and the bus hasn't the speed to catch a dead fish!

## OBAKE



**CAR:** Tsunami  
**ACCELERATION:** 284  
**SPEED:** 340  
**ARMOUR:** 37  
**TARGET AVOIDANCE:** 198  
**SPECIAL WEAPON:** Rift Blade  
 The Tsunami has armour you couldn't wrap sandwiches in. Any shot that hits it will do severe damage. Keep the Tsunami on the move at all times,

otherwise you'll be bounced around like a rag doll. Fortunately the Tsunami's Rift Blade is a devastating weapon. When activated, the vehicle charges forward at high speed, slicing enemy cars in twain. This causes severe damage. When charging forward, the Tsunami is immune to gunfire. The Rift Blade also enables you to make quick getaways.

## LORD CLYDE



**CAR:** Excelsior Stretch Limo  
**ACCELERATION:** 184  
**SPEED:** 156  
**ARMOUR:** 298  
**TARGET AVOIDANCE:** 246  
**SPECIAL WEAPON:** Chain Lightning  
 The Stretch Limo is a big target. Rockets and unguided special weapons will have a field day against this pretentious monster. It is also very

difficult to manoeuvre round tight corners and through narrow gaps. The Chain Lightning special is devastating at close range, and any car that gets too close to the Limo is electrocuted and hurled into the air by the huge power surge. The Limo has a reasonable top speed and good armour, so getting close to the enemy shouldn't be a problem.

## COYOTE MISSIONS

## MISSION 1: ARIZONA – METEOR CRATER

**A. Locate Three Bombs**  
**B. Destroy Gas Station**  
**C. Eradicate Enemy**  
 Search for the bombs first. Check behind the donut shops and in the meteor crater itself. If you still can't find them, check the observatory, inside and out. When all three bombs have been acquired, search for a gas station and blow it away. You only need to take out one station to complete the mission objective.

## MISSION 2: UTAH – WINTER GAMES

**A. Collect Four Briefcases**  
**B. Destroy Lodge**  
**C. Crush All Enemy**  
 The briefcases can usually be found on the events, such as the ski jump or bobsledding. The lodge balcony should be searched next, then the award podiums. If all else fails check out the back of the chalets or ski lifts. Once the cases have been removed, blast the lodge from existence.

## MISSION 3: CALIFORNIA – PACIFIC HARBOUR

**A. Collect Four Supply Boxes**  
**B. Destroy Container Crates**  
**C. Mollify Enemy**  
 Your first two objectives occur in roughly the same place. Blast the orange container crates at either end of the dock. You need to destroy at least eight to complete objective B. In amongst the crates you should find one or two of the supply boxes. If not, then check out the warehouses surrounding the dock. If you still come up short, widen your search to include the water and the lighthouse.

## MISSION 4: ALASKA – ALASKAN PIPELINE

**A. Collect And Drop Four Oil Cans Around Refinery**  
**B. Destroy Refinery**  
**C. Vaporise Enemy Cars**  
 Make finding the Oil Cans your first priority. As the refinery gets demolished, they become harder to reach. Most of the cans will be located on top of the oil silos. Drive up the ramps or through the pipes to get on top of them. Then take to the sea to stock up on special weapons and continue your search there. If this proves fruitless, check out the rocks surrounding the pipeline. Once all the cans are in your possession, take them to the main refinery building (the place where all the pipes connect) and drop them there. Then proceed to wipe the refinery from the map.

## MISSION 5: MINNESOTA – NUCLEAR PLANT

**A. Collect Five Bombs And Deliver Them To Turbine Plant**  
**B. Ace The Nuclear Reactors**

## C. Make A Milkshake Out Of All Enemy Cars

Go for the nuclear reactors first. Collect a Shield and use Rockets to total them. Once you see the reactors grow white, disappear fast unless you want a half-damage headache. Repair your armour after nailing the reactors. Begin your search for the five Bombs in the container area behind the reactors. There are usually four here, if you're in luck. Search the square pools at each end of the drainage ditch to get the last one. With all the Bombs in your possession, travel to the main turbine building and drop them all.

## MISSION 6: LOUISIANA – GHASTLY BAYOU

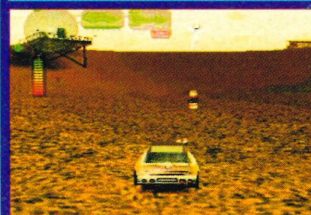
**A. Collect Five Briefcases And Stash Them In Large Tomb**  
**B. Destroy Sugar Mills**  
**C. Retire Enemy Cars**  
 Destroy the sugar mills first. There are four to the left of the main house. They sometimes yield weapons when shot. Don't stick around in the sugar fields as you're liable to sink. Make for the piers next; two or three Briefcases are located thereabouts. The Briefcases in the swamp are too high to be reached normally. You'll have to open the floodgates at the edge of the swamp. Collect a Hydrofloater power-up to get them when the water rises.

## MISSION 7: FLORIDA – LAUNCH SITE

**A. Locate Six Fuel Cans**  
**B. Destroy Rocket Transport**  
**C. Destroy Enemy Cars**  
 The Fuel cans can be found on the island, ringed by an electric fence. There are usually two or three there. Search the hangar containing the space shuttle for another two Cans. Check out the inside of the NASA centre to see if any are stashed there. Finally, drive through the rocks next to the launch pad to find the last couple of Cans. Tool up with weapons from the lookout post, then eliminate the transport holding the rocket.

## MISSION 8: PENNSYLVANIA – STEEL MILL

**A. Rob Train And Hide Cash Near Long Bridge**  
**B. Destroy Mill Buildings**  
**C. Liquefy Enemy Cars**  
 Charge forwards and shoot the train's engine. Destroy it and all the Briefcases will drop out. Drive round and collect them all. Make for the long bridge. Drive along it and drop off the cases. You can then turn your attention to the mill buildings. The best way to take them out is to just drive round inside. The attacking Vigilantes will obligingly fire at you, hitting the buildings in the process. Knock out both the steel bar foundry and the smelting works.



## DRIFTERS

## ASTRONAUT BOB O



CAR: Moon Trekker

ACCELERATION: 322

SPEED: 64

ARMOUR: 134

TARGET AVOIDANCE: 308

SPECIAL WEAPON: Collector

Superior all-terrain handling makes the Moon Trekker very adept at collecting items fast. It can also outmanoeuvre most other cars at

close range, enabling it to bring the Collector into play. The Collector grabs and repeatedly crushes enemy cars. While it is doing so, the machine gun can be fired to cause extra damage to your immobile enemy. The slow speed of the Moon Trekker makes it an easy target for dumb-fired or special weapons and its armour isn't able to take much heavy abuse.

## GARBAGE MAN



CAR: Grubb Dual Loader

ACCELERATION: 180

SPEED: 50

ARMOUR: 376

TARGET AVOIDANCE: 78

SPECIAL WEAPON: Compactor

The Grubb Dual Loader handles like a brick on wheels. It has a huge turning circle and a top speed to cry over. You won't be avoiding much in this hulk,

which is why it has high armour. The Compactor special weapon is very effective. Simply ram another vehicle whilst the weapon is active and they will be dumped into the garbage grinder for maximum damage. Fast-moving vehicles are hard to hit with the Compactor. Use magnetic mines to paralyse them before you close in for the kill.

## AGENT R CHASE



CAR: Chrono Stinger

ACCELERATION: 374

SPEED: 330

ARMOUR: 98

TARGET AVOIDANCE: 224

SPECIAL WEAPON: Hard Time

The Chrono Stinger has great handling, but to compensate for this it has very poor armour. As long as you stay on the move you'll probably manage to stay

ahead and out of the way of gunfire of most other cars. The Hard Time special weapon is the most useless in the entire game. It's hard to aim but when it makes a direct hit it will paralyse the enemy. Make use of a Mortar special or Bruiser Cannon, to deliver a supercharged shot at your enemies while they are immobile. Agent Chase is the best of the initial Drifters.

## CHASSEY BLUE



CAR: Vertigo

ACCELERATION: 278

SPEED: 295

ARMOUR: 148

TARGET AVOIDANCE: 912

SPECIAL WEAPON: Star Power

The Vertigo is on par with John Torque's Thunderbolt. Superb speed and handling make it one of the best things on four wheels. Her Star Power,

the orbital death ray, is pretty effective at mincing groups of enemies. Once locked on the satellite is lethal, pursuing the target vehicle with its powerful laser beam. If the enemy cars are clustered together it will burn through them all. Chassey becomes available when you complete the game with all of the initially selectable Drifters.

## PADRE DESTINO



CAR: Goliath Half Track

ACCELERATION: 156

SPEED: 151

ARMOUR: 295

TARGET AVOIDANCE: 188

SPECIAL WEAPON: Hades Gale

Padre Destino becomes selectable when you complete the game with Chassey Blue. His Goliath Half Track is instantly recognisable as a machine of utter

destruction. With thick armour plating and reasonable top speed, the Half Track can quickly close with the enemy and deliver a crushing attack with its tracks. Padre's Hades Gale is one of the best special attacks. The Half Track vanishes when activated, then reappears with a scream of souls right under the target vehicle, causing the earth to ripple with deadly power.

## DRIFTER MISSIONS

## MISSION 1: ARIZONA - METEOR CRATER

A. Collect Two Fuel Cans

B. Evade Police

C. Trash The Enemy

First things first, listen for the siren and keep an eye out for the cop car. If it makes contact with your vehicle you'll instantly fail objective B. As for the Petrol Canisters, your best bet is to check out the petrol stations and the back of the donut shops. Occasionally they can also be found in the cinema or the observatory.

## MISSION 2: CALIFORNIA - PACIFIC HARBOUR

A. Locate Three Supply Boxes

B. Force Cargo Truck to Stop On Bridge

C. Ace All Enemy cars

On this mission, the first thing to do is stop the truck on the bridge. Wait for the container truck to load up and then drive onto the suspension bridge. Stop it with a quick burst from your machine gun. Next you must search for the Supply Boxes. These are usually located in the warehouses, or near the container crates. Sometimes they can be found on the water. Once the first two objectives have been met, nail the single enemy.

## MISSION 3: ALASKA - PIPELINE

A. Find Three Oil Containers, Deliver Them To Silos

B. Break Up Three Amassing Icebergs

C. Obliterate All Enemy cars

Go for the easiest target first. Drive to the water's edge and grab a Hydrofloater power-up. Cruise over to the oil rig and wait for the first iceberg to appear. Make cubes out of it using your machine gun. Circle the area and wait for the next two 'bergs to appear. Shoot them both in order to achieve objective B. Finding the Oil Containers is a bit tricky - with all the metalwork lying around they can be pretty hard to spot. Drive round the rocky outskirts of the area; most of the containers can be found on the ledges there. Once you have them all, drive onto the oil silos and drop them off. Each silo can hold one oil container.

## MISSION 4: MINNESOTA - NUCLEAR PLANT

A. Find Four Briefcases, Drop Them In Nuclear Crates

B. Avoid Radioactive Contamination

C. Retire All Enemy cars

Begin your search for the Briefcases inside the main turbine plant. From there, check out the streets that are surrounding the complex, then the power generators. When you have found all four of them, make for the white containers in front of the factory on the hill. Drop the cases here in order to complete objective A. To avoid becoming radioactive, don't destroy anything toxic-looking (it's the glowing yellow barrels that give it away!)

## MISSION 5: UTAH - WINTER GAMES

A. Collect Four Supply Boxes And Deliver To Cable Cars

B. Beat All Three Event Records

C. Retire All Enemy cars

The Supply Boxes are mostly located on and around the three events. Sometimes they appear by the chalets or the lodge. Grab all four boxes then head for the cable car station and drop them off. To break the long jump record, tool up with some Homing Missiles. Use the turbo special to get some air and drive through the gates at the end. You can do the same down the bobsleigh run. Make sure you go through the gates at the end of the run. If you hear a cheer, you've broken the record.

## MISSION 6: LOUISIANA - GHOSTLY BAYOU

A. Locate Six Bombs

B. Trap The Alligator

C. Mosh All Enemy Cars

Target the bombs first. Check out the sugar field near the mills. There are a few bombs hidden between the sugar canes. Next, travel over to the piers near the floodgates to find a few more. Raise the water level to get the last few bombs hidden in the swamp itself. To trap the alligator, drive round near the ghost, stop to the cage. Pretty soon the alligator will show up. Keep circling the area and it'll eventually touch the ghost and get trapped.

## MISSION 7: PENNSYLVANIA - STEEL MILL

A. Collect And Deliver Five Fuel Cans To The Outside Furnaces

B. Stop The Train At Service Dock

C. Crush All Enemy Cars

The Fuel Cans are well hidden around the steel mill. Check under the bridges and around the edges of the map. Most of the Cans can be found near the mounds of coal to the rear of the plant. Once they are in your possession, concentrate on getting the train to the siding. You can use the red switches to manipulate the tracks. Before you start moving the train towards the siding, you must first destroy the two carriages blocking the route, otherwise the train will explode.

## MISSION 8: FLORIDA - LAUNCH SITE

A. Collect And Deliver Five Supply boxes To NASA Building

B. Force Enemies Into Wind Tunnels

C. Annihilate All Enemy Cars

After the last mission you can relax and take this easy. Luring the enemies into the wind tunnel is easy. Simply shoot off the front of the tunnel and wait for the enemy to show up. As they get close to you, drive through the tunnel and they will follow in. To get the Supply Boxes take a ride in the rocket. Collect the boxes on the way down to earth. Drop all five of them at the NASA building, then you can turn your attention to the enemy cars.



## ARIZONA - METEOR CRATER

The arid Arizona landscape is the setting for the first fighting arena. There are many gullies that can be used to ambush your foes. The rock bluffs and cliffs also provide a vantage point for those that like to use sniper tactics.

### Key

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-up
- Special Weapon
- Armour Repair

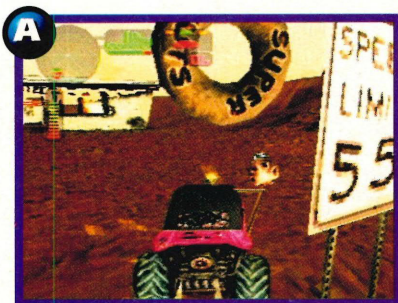
### Bonus Characters

These vehicles are unlocked by completing the game with all the initial characters of each group. They can only be selected in Arcade and Survival Modes.

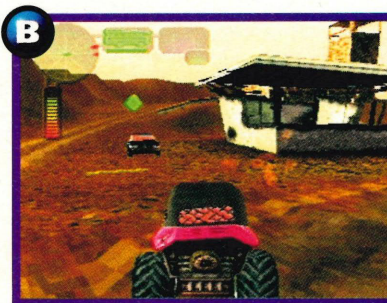
### Dave's Cultsmen

CAR: Xanadu RV  
ACCELERATION: 100  
SPEED: 121  
ARMOUR: 341  
TARGET AVOIDANCE: 201  
SPECIAL WEAPON: UFO Invasion

The RV is very sluggish and difficult to handle. Its large size makes it a sitting target for enemy fire. On the plus size, having a large mass makes it ideal for ramming. The RV can beat most other vehicles in this fashion. The UFO Invasion unleashes a horde of miniature saucers that attack enemy vehicles. This is the most powerful special weapon in the game and causes substantial damage to even the most armoured of vehicles. The RV should stick to fighting on close terrain, where it can't be shot at from a distance.



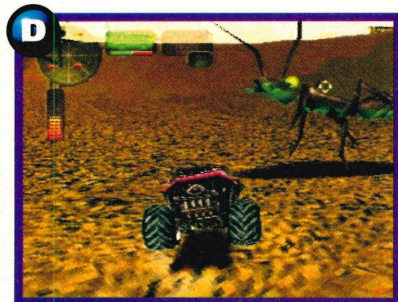
Stick this in your tea and dunk it! Ace the donut shop and watch the big ring roll. It will annihilate anything in its path – sweet!



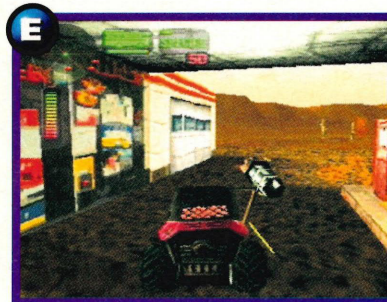
The Sheriff is lying in wait next to the donut shop. If you break the speed limit he'll be all over you like a rash. A couple of missiles should dissuade him, though!



Want a short cut? Need to get out of danger fast? Then drive into the mine or the observatory as you will be shifted to a random location.



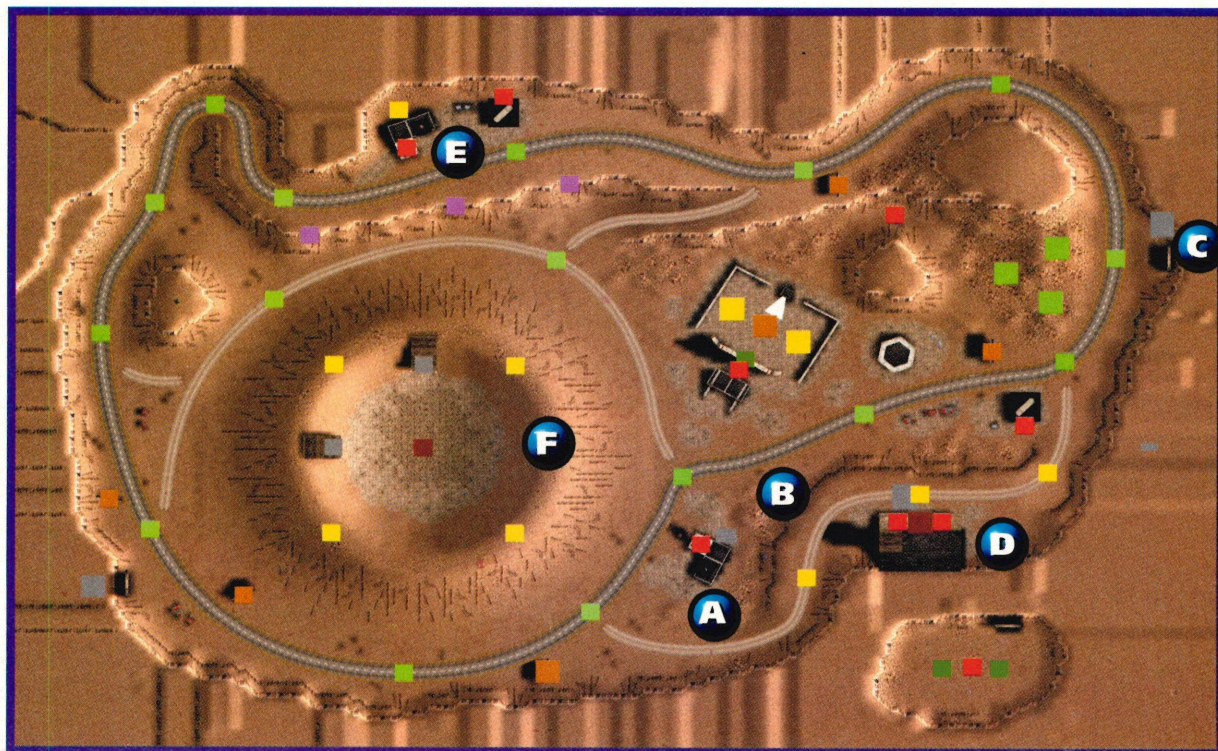
Total the Observatory and a massive meteorite will land in the crater. Destroy this to activate the invasion of the killer bugs and relive those *Starship Troopers* moments.



Need a quick fix-up and oil change? Park yourself by the gas pumps and a friendly mechanic will slowly restore your energy, while you wait.



Hang around the meteor crater for too long and you'll get caught in a shower of rocks. Keep your foot to the pedal and stay one jump ahead of this cosmic stoning.



## LOUISIANA - GHASTLY BAYOU

## Key

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-up
- Special Weapon
- Armour Repair

## Top Tip

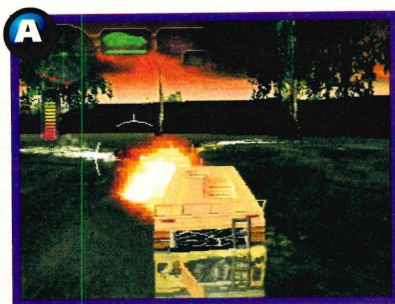
Over long distances, your weapons are less accurate, so use the manual lock-on to target the closest enemy cars.

## Dusty Earth

**CAR:** WAPITI 4WD  
**ACCELERATION:** 197  
**SPEED:** 242  
**ARMOUR:** 179  
**TARGET AVOIDANCE:** 140  
**SPECIAL WEAPON:** Hawk That Settles  
 The Wapiti 4WD is a good all-round vehicle. It travels well on rugged and icy terrain, and its hill climbing ability is second to none. Dusty is best used on snowy or desert terrain, where his four-wheel drive can be used to outmanoeuvre the enemy. Dusty possesses the most infuriating special weapon in the game. Hawk That Settles creates a vortex that lifts up the enemy car, moving them around the map. It does little damage, but can be very disorientating.



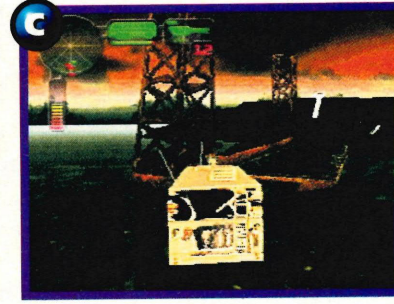
The fetid swamplands are tricky to negotiate. Before you can say "Gentle Ben" you've probably been sucked under. The spirits of the dead don't rest easy. They will teleport, attack, and even steal from you, if their rest is disturbed.



The 'gator is a mite ornery, and will take a dislike to anything that ventures into his part of the swamp. If you're in the water you're alligator chowder, so don't float for too long.



The 'gator cage can be activated by driving into the ghost. When caught in the cage the 'gator will spit out weapons and armour. If a car gets caught in the cage, it takes damage.



Shoot the wheels on the floodgates to open them. Once they are both fully open, the water level will rise, flooding the swamp.



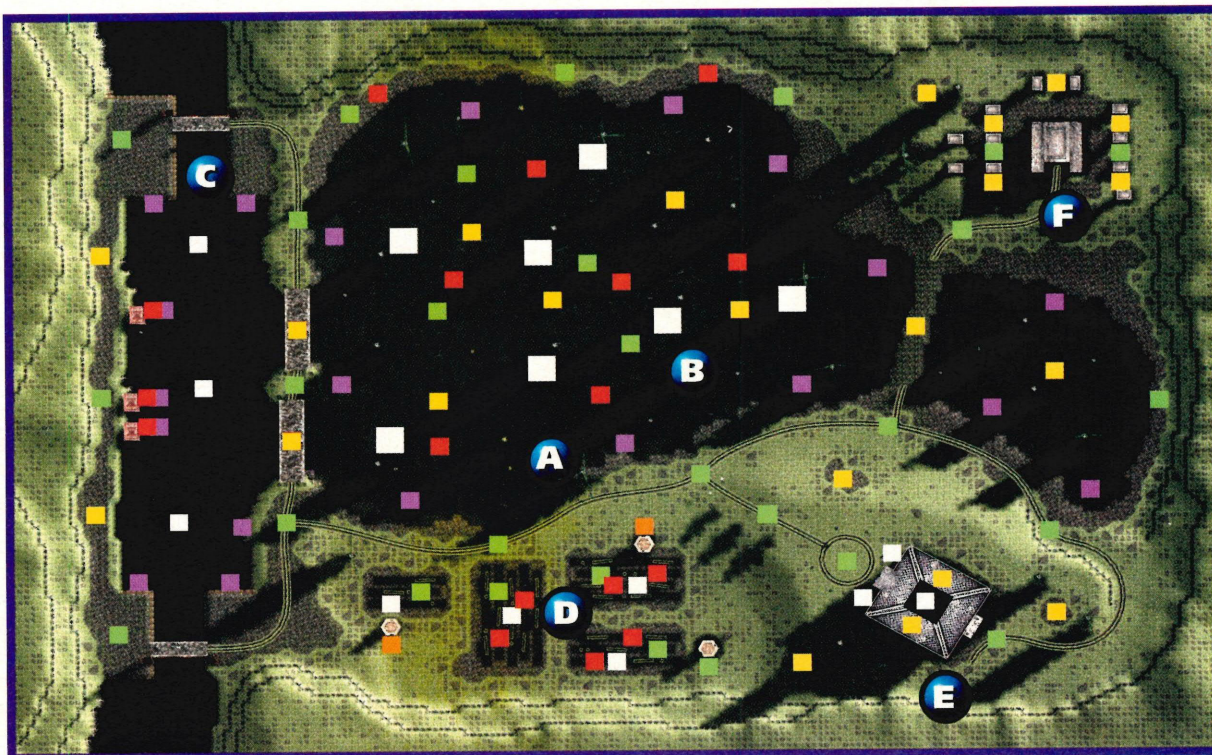
Don't stick around in the sugar field, even if you have a sweet tooth. The soft earth will bog down your vehicle, causing damage.



If the house or the large tomb is possessed by a spirit, they will teleport you to the other end of the swamp. Be wary: the spirit usually exacts a price for this service!



You need some careful driving skills in the cemetery. If you accidentally trash one of the tombs, you will be attacked by a vengeful ghost.



## FLORIDA - LAUNCH SITE

## Key

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-up
- Special Weapon
- Armour Repair

## Top Tip

If you find yourself missing an item in Quest Mode, try destroying the enemy cars. They have a habit of picking up the stuff you need.

## Boogie

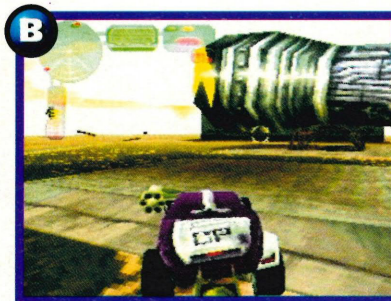
**CAR:** Marathon  
**ACCELERATION:** 203  
**SPEED:** 245  
**ARMOUR:** 196  
**TARGET AVOIDANCE:** 144  
**SPECIAL WEAPON:** Disco Ball  
 Disco inferno! The Marathon sure likes an audience. While it does not have the armour or speed to give it the edge over the opposition, the Disco Ball special can be used to devastating effect. Drop a few magnetic mines, root the enemy to the spot, then cruise in and deliver the Disco Ball at close range. Behold as a large chunk of enemy energy is wiped off. Boogie is a hit and run specialist. Get close use your Disco Ball, then fade fast before your thin armour gets wasted.



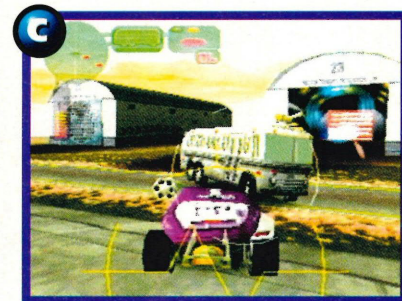
The sun-baked shores of Florida Beach provide a good line of sight for your long-range weapons. Cruise around the surf to collect tons of weapons, then return to the sands and do battle. Be on the lookout for the military: they don't take kindly to compromised security.



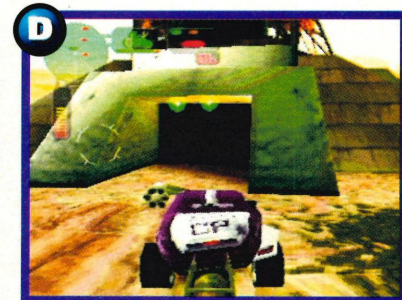
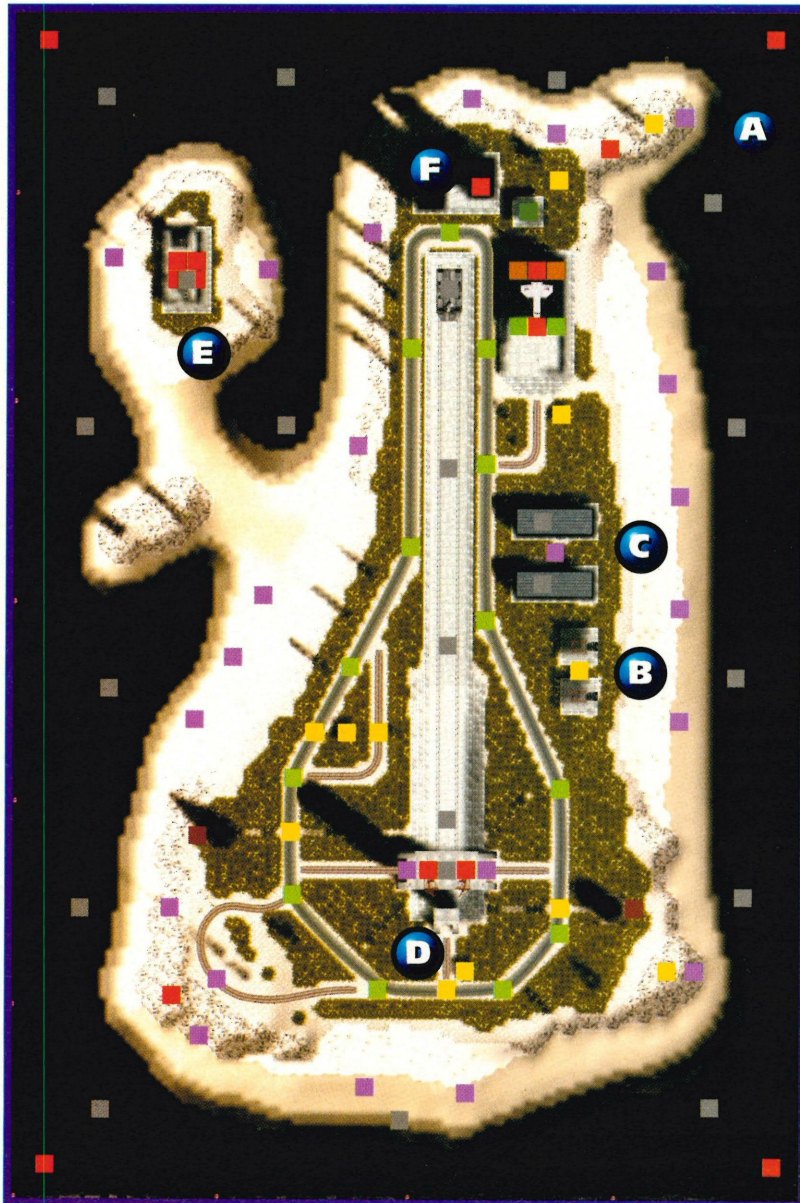
Just when you thought it safe to surf, in come the sharks! Keep moving and don't annoy them, otherwise you'll be fish food.



The rocket engines flare periodically – anything behind them will be cooked. Shoot their supports and they'll fly skywards and explode.



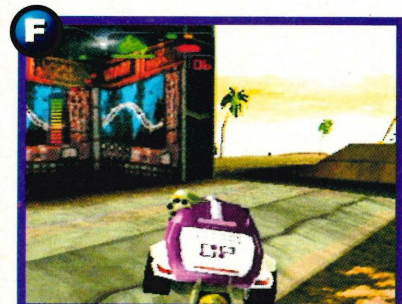
The two wind tunnels occasionally run tests. If you see stuff being sucked in, steer clear unless you wish to meet the fan blades up close!



When the green light shows, cruise through the tunnel at the rear of the rocket. You'll then be taken to the stars.



Base security is tighter than a pair of PVC underpants. The guard towers will fire machine guns at any car passing too close. If you try to drive through the fences, you're in for a shock!



Entering the NASA centre will move the rocket towards the launch pad. Once it's there, you can launch it into space, by re-entering the centre.

## PENNSYLVANIA - STEEL MILL

## Key

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-up
- Special Weapon
- Armour Repair

## Top Tip

Check out the fighting terrain beforehand. Learn where all the special weapons are and you won't have much trouble defeating the enemy.

## Top Tip

Take the high ground whenever possible. Your weapon range is greatly increased and its accuracy improved when firing from above.

Life on the rust belt can be cheap, especially with the Coyotes knocking about. The debris-strewn steel mill is a fine battleground. Loads of cover and weapons aplenty make this arena good for the hit and run driver.



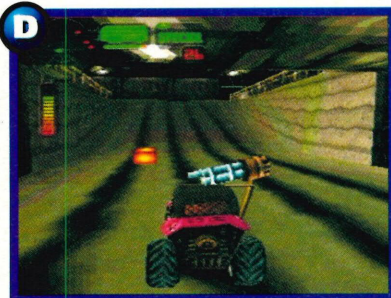
If the train keeps getting in your way, shoot the red signals to change the track. You can also drive into the tunnel to be teleported across the mill.



Drive to either window on the second floor of the smelting room. The magnetic crane will lift your car off the ledge and move it to the equipment stash.



Low on weapons and trapped inside the smelting room? Shoot the boilers to unleash a torrent of hot metal upon the enemy.



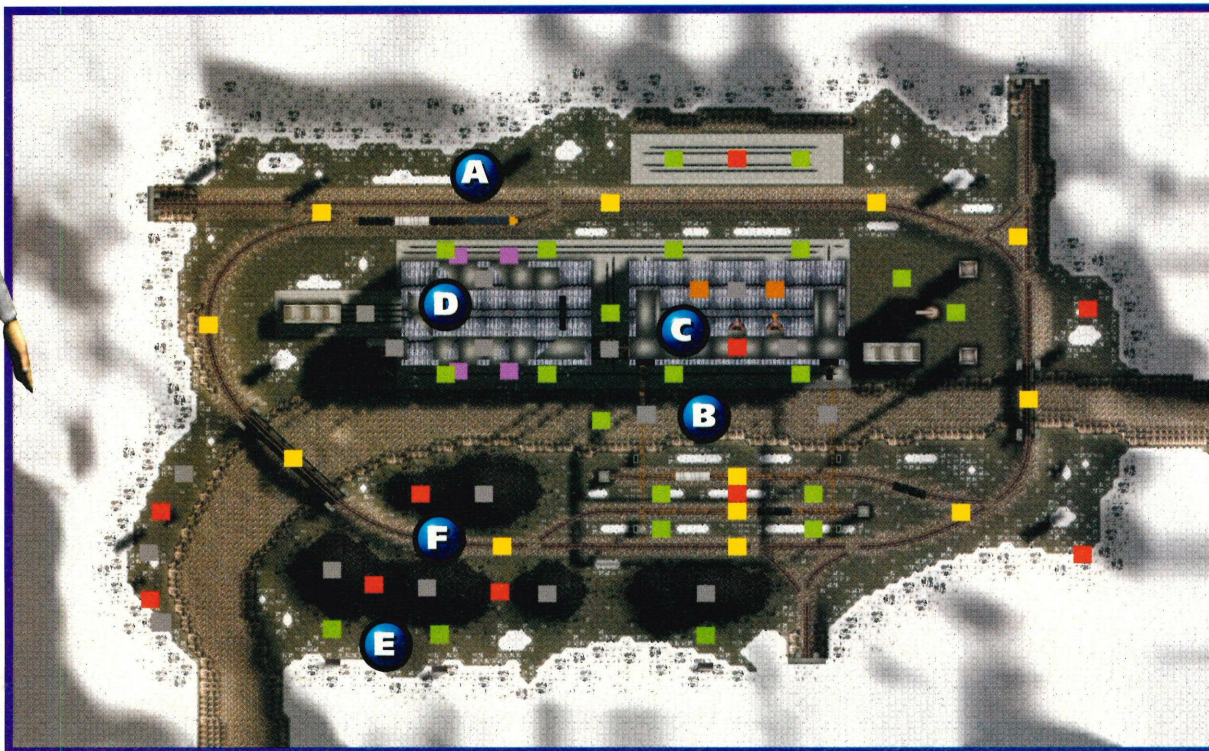
Steer clear of the steel bar plant. The slightest touch of the red-hot metal will immolate your car. Plant a magnetic mine on the conveyor belt to trap enemies here.



On the hill, the rolls of steel make choice targets. Hit them with gunfire and they'll roll along, crushing anything in their path.



Coal mounds are stupid places to park. Shoot the coal to set it alight and burn anyone sitting on top of the pile.



## CALIFORNIA - PACIFIC HARBOUR

### Key

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-up
- Special Weapon
- Armour Repair

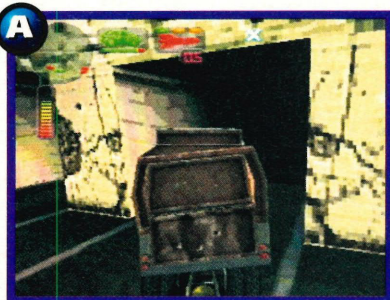
### Top Tip

Most buildings explode violently when shot. If you find yourself under sniper fire, target his cover.

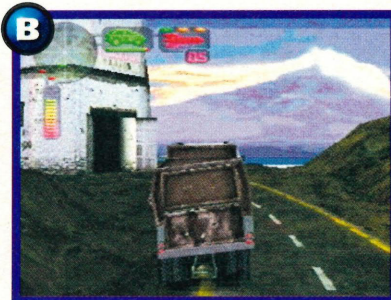
### Top Tip

If you catch fire, dunk yourself in the nearest pool of water. Fire continuously damages your vehicle and doesn't blow out for ages.

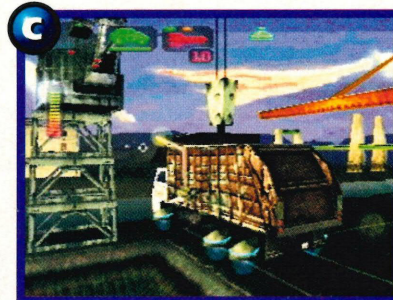
Down at the docks it's business as usual, despite the firefight. Express delivery and storage combine to aid you. Check out the delivery routes to stock up on stuff. Take care to stay out of the truckers' way or you're in for some pain.



The depot provides quick and easy access to the ocean. Drive through any of the three doors to be moved around the map.



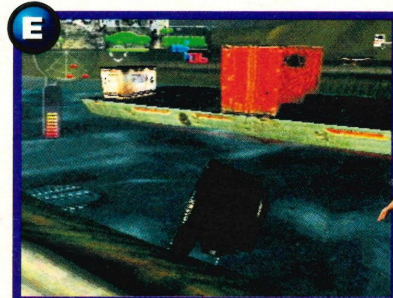
The lighthouse is where to go if you've taken a beating. Enter the base of the house and hold accelerate. You'll then hover over to the depot roof. You can pick up armour there.



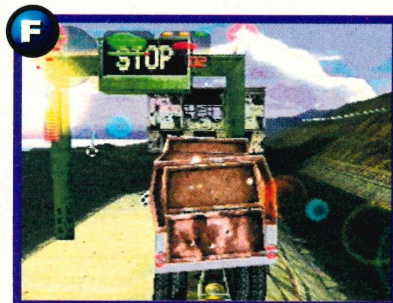
Cranes are there to help you out. Stick next to the large cranes if you want them to take you across the water. The small ones will rescue you if you're in the drink.



Shoot the orange containers to release hidden weapons and power-ups. Don't get too close, as they have a habit of exploding dramatically.



Hitch a ride on the barge and take a tour of the docks. Don't stay on it too long, or you'll sink when the enemy nails it.



Pull in at the weigh station and wait for the light to turn green; your armour will slowly be restored.



## UTAH - WINTER GAMES

## Key

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-up
- Special Weapon
- Armour Repair

## Top Tip

Low on weapons? Badly damaged? Get ramming! Charge towards enemy cars from the side. You'll turn them over and go out in style.

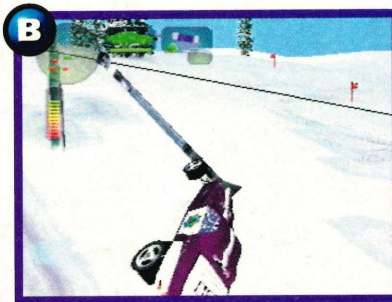
## Top Tip

During Quest Mode the mission will finish after all the enemy cars are destroyed. Be certain to have completed the first two objectives before this happens.

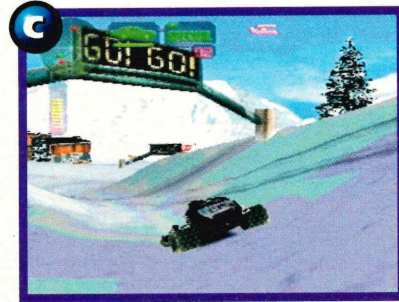
It's snow joke (bad!) fighting on ice. Traction is very limited and you'll be an easy target if you struggle to climb the hill. Get some Skis 'N' Treads as soon as possible. This will give you a fighting chance. The top of the hill makes a good place to snipe from.



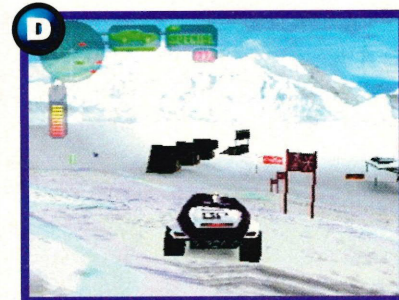
Ace the doors to the cable car. Drive inside to hitch a ride. There are many special weapons to pick up in the car.



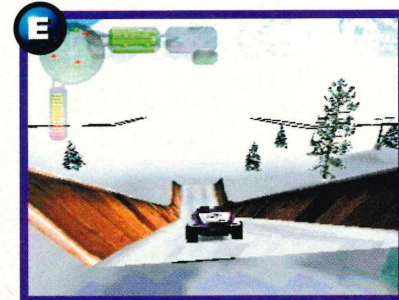
The ski lift will get you up the hill at light-speed. Drive your car onto a hook and enjoy the ride.



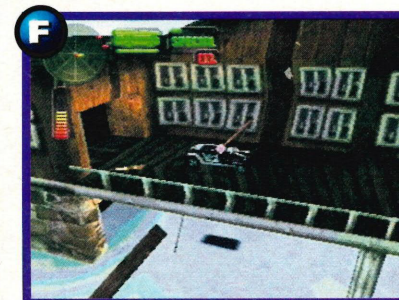
Once on the bobsleigh run, there's no chance to back out. This icy route is one-way only. If you manage to stay on the course you'll collect big prizes when you reach the bottom.



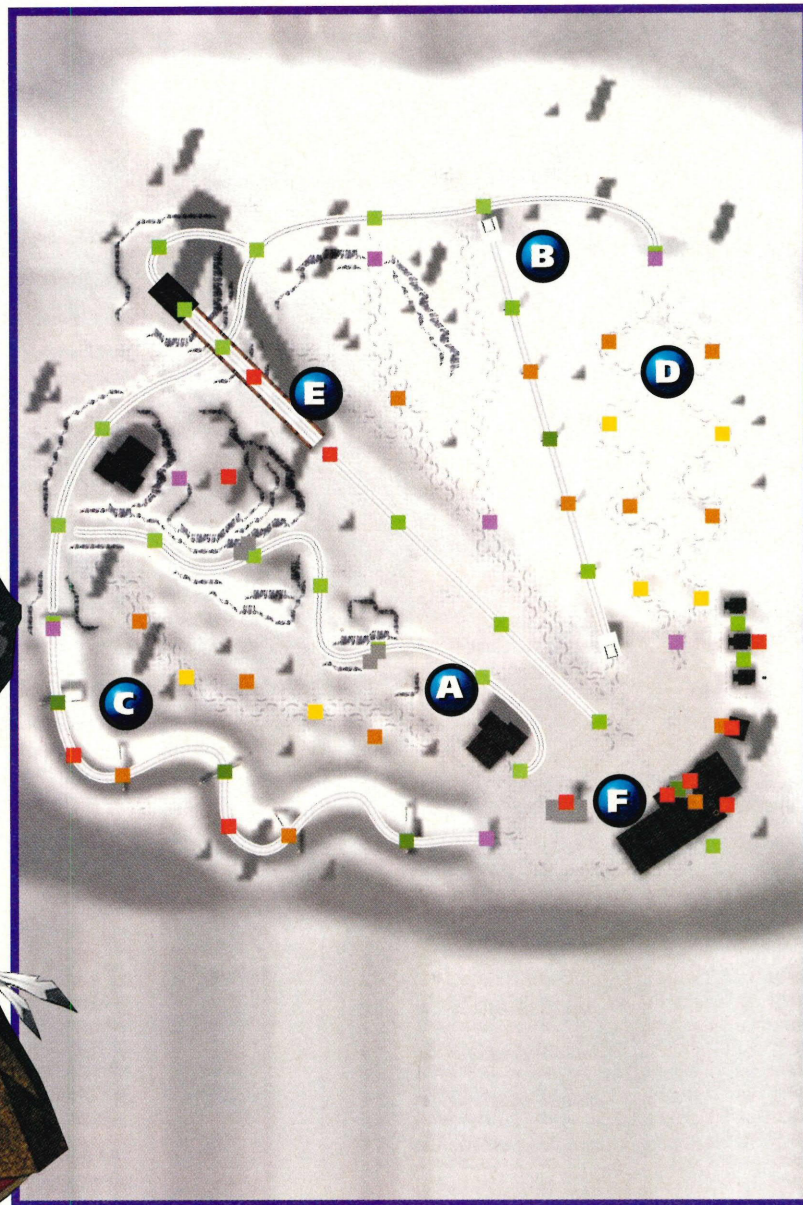
Pass through the gates on the downhill ski run. Get through them all, then visit the winners' podium at the bottom of the hill for some prizes.



Blow open the door and enter the base of the jump. Use a turbo special to do an Eddie 'the Eagle' Edwards off the end of the jump.



Blast the lodge fence and go through the door. You can now drive around on the second-floor balcony to collect the weapons.



## MINNESOTA – NUCLEAR PLANT

## Key

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-up
- Special Weapon
- Armour Repair

## Top Tip

If you are low on energy, hide in close terrain (buildings and trees) and use the mortar to attack the enemy from a distance.

## Top Tip

Take to the seas as much as possible. The CPU cars rarely follow – and even if they do, hitting with weapons is nigh impossible on the rolling waves.

Possibly the most insane place to have an all-out gun battle is in the middle of a nuclear reactor, but that's what you get when you visit Minnesota. Contamination and electrocution lurk round every corner.



Head for the control balcony in the turbine plant. Ram the main computer when the light is green to cause the turbines to produce armour – ram it on red and anyone near the turbines will be electrocuted.



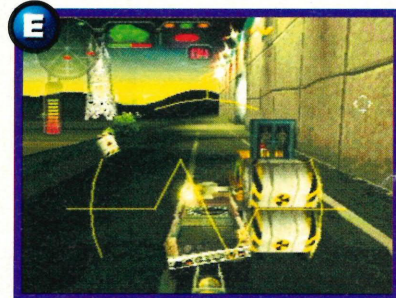
Shoot open the blast doors to the nuclear reactors and destroy the cores to produce an nuclear explosion. Make sure you have a shield unless you want to glow in the dark.



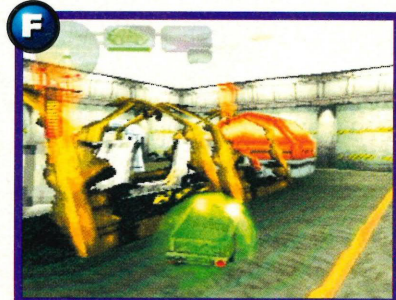
The tunnels at the edge of the map provide access to the heavy water vents. These fenced-off vents often contain special weapons and armour, so check them out.



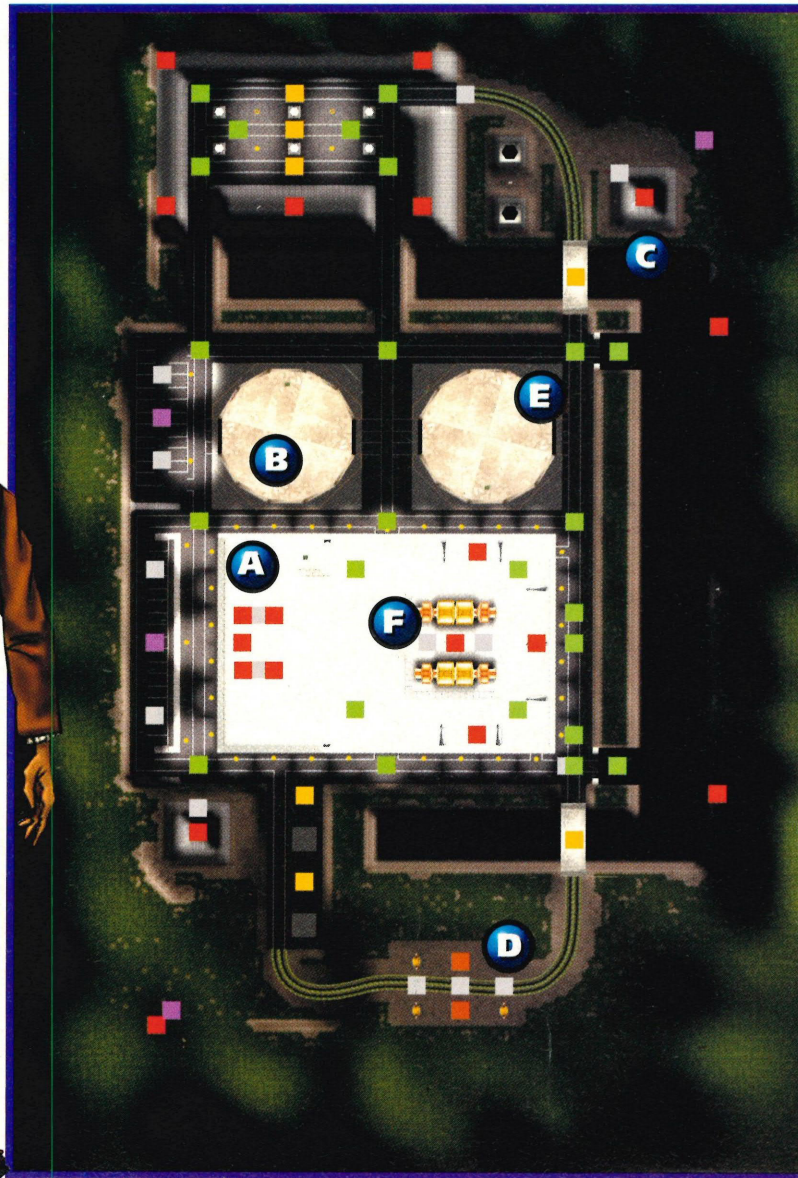
When driving near the transformers, be on the lookout for electrical sparks. Stray too close to the transformers and you're in trouble.



See those yellow barrels the forklift truck is carrying? Well, steer clear of them. The slightest touch will contaminate your vehicle.



Stay away from the deadly turbine blades. If you get sucked in, your vehicle takes heavy damage.



## ALASKA - ALASKAN PIPELINE

### Key

- Quest Mode Items
- Propulsion Upgrades
- Weapon Crate
- Power-up
- Special Weapon
- Armour Repair

### Top Tip

Most objects and structures produce weapons when destroyed. If a level looks barren, start blowing things up.

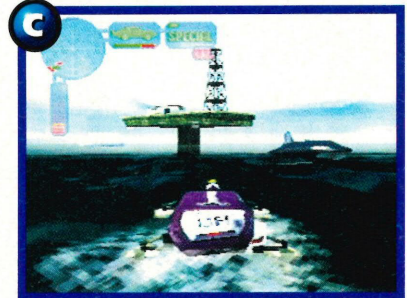
You'll have to blow up plenty of stuff to keep warm in this climate. Take a journey through the wasteland and collect weapons from the rocks. You may want to nail a few oil silos just to heat things up a little.



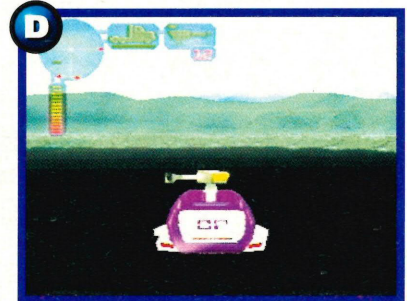
After sliding through oil enemy cars leave a black trail. Shoot this trail to set your foe on fire, then sit back and toast some marshmallows on the warm glow.



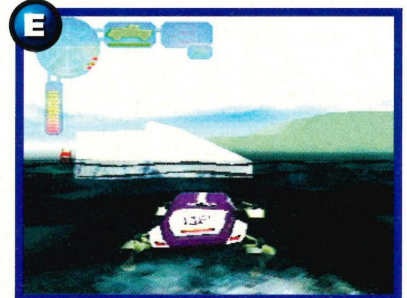
Drive up the ramps and enter the pipeline. Your car will then be transported to a random location and spat out like a dogmuck sandwich!.



If you take to the sea, be careful not to frighten the fish. The killer whales (okay, they're mammals) have a nasty habit of tearing fast-moving cars to shreds.



Stay out of the oil pools. They slow down your car and choke the engine. The slicks can also be set alight by gunfire.



Iceberg dead ahead! The icebergs will sink any unsuspecting craft. Use your machine gun to break them up.

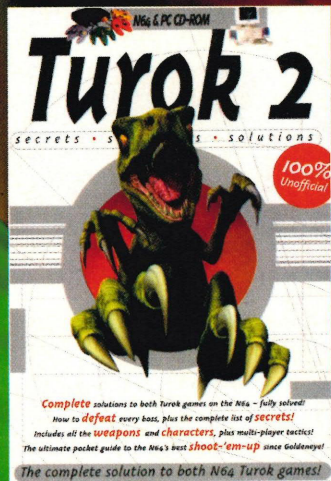


Check out the oil rig for some decent weapons. Shoot away its struts for a spectacular explosion. It will leave more goodies when destroyed.



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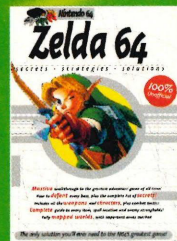
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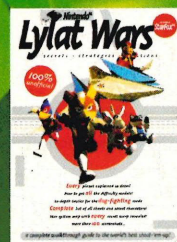
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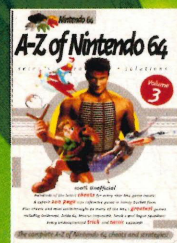
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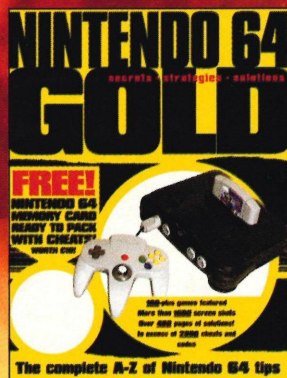


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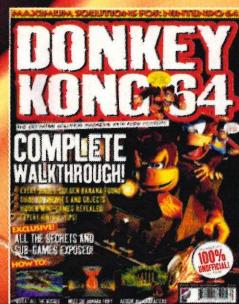
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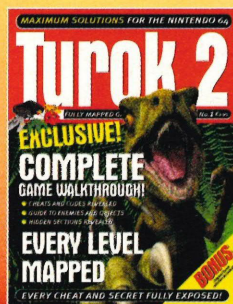
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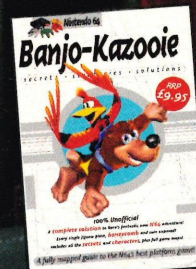
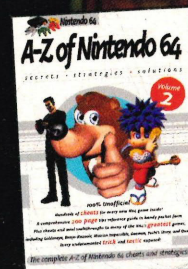
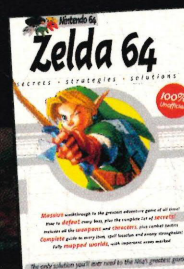
Goldeneye



1080° Snowboarding

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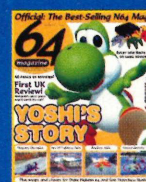
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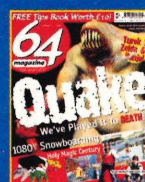
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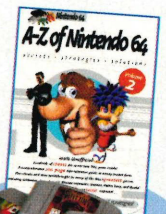
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# nindex

**90%  
and above**

If a game gets a 64 Sizzler then it's a game that's well worth buying.



**95%  
and above**

The Gold Medal Award only goes to those few games that you absolutely *must* own!



## NINDEX KEY

Game Name	Self-explanatory really!
Company	The company that sells it
Players	How many players can take part?
Memory	Does it make use of the Controller Pak?
Rumble Pak	Does it make use of the Rumble Pak?
Expansion Pak	Does it make use of the Expansion Pak?
UK Game	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

### GENRE

### DESCRIPTION

**ADVENTURE** Games involving exploration and problem-solving

**BEAT-'EM-UP** Fighting games, rather obviously!

**PARTY/PUZZLE** Designed for multiple players, or a brain teaser

**PLATFORM** Games that involve precise jumps and acrobatics

**RACING** Mostly (but not always) involving cars racing each other

**SHOOT-'EM-UP** The main objective? Kill 'em all!

**SPORTS** Football, basketball, American football, golf... whatever you're into

**STRATEGY/SIMULATION** Games that test your brain rather than your reflexes

## The complete guide to every N64 game ever reviewed!

**W**elcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, meaning you can compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

Game Name	Company	Icons	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2 ● ● ● ●	17	82%	The best snowboarding game on any machine!
40 Winks	GT Interactive	1-2 ● ● ● ●	32	80%	Decent but unoriginal platformer with some annoying gameplay flaws.
A Bug's Life	Activision	1 ● ● ● ●	29	52%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2 ● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2 ● ● ● ●	15	40%	Slow and unplayable Wipeout rip-off.
Airboarder	Human	1-2 ● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4 ● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4 ● ● ● ●	27	85%	Improved version of the above.
All-Star Tennis '99	Ubi Soft	1-4 ● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Armorines: Project Swarm	Acclaim	1-4 ● ● ● ●	34	81%	Turok-based alien blaster – good but slightly outdated.
Army Men: Sarge's Heroes	3DO	1-4 ● ● ● ●	35	74%	Decent 3-D shooter let down by duff camera and controls.
Asteroids Hyper 64	Crave	1-4 ● ● ● ●	36	42%	Hard-to-play and unnecessary Asteroids update.
Augusta Masters '98	T&E Soft	1-4 ● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4 ● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling.
Banjo-Kazooie	Nintendo	1 ● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Bassmasters 2000	THQ	1-2 ● ● ● ●	36	84%	Surprisingly playable fishing game.
Battletanx	3DO	1-4 ● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Beetle Adventure Racing	EA	1-4 ● ● ● ●	25	83%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2 ● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1 ● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1 ● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4 ● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1 ● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4 ● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2 ● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2 ● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4 ● ● ● ●	22	90%	As BAM2, but now for four players!
California Speed	Midway	1-2 ● ● ● ●	26	45%	Tragically bad sequel to Cruis'n USA and World.
Carmageddon 64	SCI	1-2 ● ● ● ●	35	4%	Yes, four percent. The worst N64 game ever!
Castlevania	Konami	1 ● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Chameleon Twist	Ocean	1-4 ● ● ● ●	10	64%	Simple and easy tongue-orientated platformer.
Chameleon Twist 2	Sunsoft	1 ● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4 ● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chef's Luv Shack	Acclaim	1-4 ● ● ● ●	34	69%	South Park version of Mario Party – more a renter than a buyer.
Chopper Attack	GT Interactive	1 ● ● ● ●	18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2 ● ● ● ●	8	8%	The second-worst game on the N64 after Carmageddon!
Command & Conquer	Nintendo	1 ● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2 ● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4 ● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Dark Rift	Vic Tokai	1-2 ● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Destruction Derby	THQ	1-4 ● ● ● ●	34	74%	Fun but short-lived car smashing racer.
Diddy Kong Racing	Rare	1-4 ● ● ● ●	7	84%	Fun mix of racing and exploration.
Donkey Kong 64	Nintendo	1-4 ● ● ● ●	34	93%	Huge platform adventure that's like Banjo, only more so.
Doom 64	GT Interactive	1 ● ● ● ●	1	70%	Atmospheric but dated upgrade of the old PC classic.
Doraemon	Epoch	1 ● ● ● ●	3	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2 ● ● ● ●	9	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4 ● ● ● ●	7	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4 ● ● ● ●	27	89%	Fine alien blaster with the hard-as-nails hero.
Earthworm Jim 3D	Virgin	1 ● ● ● ●	33	90%	Thoroughly mad and highly entertaining platformer.
EPGA Tour Golf	Infogrames	1-4 ● ● ● ●	36	67%	Slow and clumsy golf sim.
Extreme G	Acclaim	1-4 ● ● ● ●	7	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2 ● ● ● ●	6	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2 ● ● ● ●	18	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2 ● ● ● ●	30	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4 ● ● ● ●	2	19%	A travesty of The Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4 ● ● ● ●	24	89%	Best of the FIFA series, until the next one!

## OUR TOP TEN

### 1: GOLDENEYE



### 2: ZELDA



### 3: ISS '98



### 4: TUROK: RAGE WARS



### 5: RESIDENT EVIL 2



### 6: WORMS: ARMAGEDDON



### 7: DONKEY KONG 64



### 8: QUAKE II



### 9: VIGILANTE 8 2



### 10: RAINBOW SIX



## 64 TOP SHOOT-'EM-UPS



- 1 Goldeneye 95%
- 2 Quake II 93%
- 3 Vigilante 8: Second Offense 92%
- 4 Rainbow Six 92%
- 5 Star Wars: Rogue Squadron 92%

## 64 TOP FIGHTING GAMES



- 1 WWF Wrestlemania 2000 93%
- 2 Super Smash Bros 87%
- 3 WWF Warzone 86%
- 4 Mortal Kombat 4 86%
- 5 Xena: Warrior Princess 85%

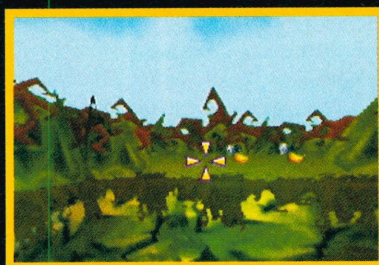
Game Name	Company	Platform	Issue	Score	Comment
FIFA: Road To World Cup '98	EA Sports	1-4 ● ● ● ●	9	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2 ● ● ● ●	11	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2 ● ● ● ●	29	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2 ● ● ● ●	30	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4 ● ● ● ●	14	86%	A kind of turbo Descant – good, but some levels very short.
F-Zero X	Nintendo	1-4 ● ● ● ●	17	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2 ● ● ● ●	21	62%	Jerky, mediocre game with a fighter Creation mode.
Gauntlet Legends	Midway	1-4 ● ● ● ●	33	82%	Worthy update of the arcade classic with a few minor flaws.
Gex: Enter The Gecko	GT Interactive	1 ● ● ● ●	18	80%	Lizardly platformer that spoofs films and TV shows.
Gex 3: Deep Cover Gecko	Crave	1 ● ● ● ●	33	73%	Competent but utterly unoriginal platform sequel.
The Glory Of St Andrews	Seta	1-4 ● ● ● ●	3	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1 ● ● ● ●	20	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2 ● ● ● ●	24	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4 ● ● ● ●	5	95%	The best multiplayer game on N64! Great for lone players too.
GT 64	Ocean	1-2 ● ● ● ●	16	64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4 ● ● ● ●	5	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1 ● ● ● ●	21	54%	Attractive, but repetitive, junior RPG with too many random battles.
Hot Wheels Turbo Racing	EA	1-2 ● ● ● ●	35	65%	Easy and rather dull kid-oriented racer.
Hybrid Heaven	Konami	1-2 ● ● ● ●	32	81%	Interesting sci-fi adventure let down by a few rough edges.
Iggy's Reckin' Balls	Acclaim	1-4 ● ● ● ●	17	83%	Odd mix of racer and platformer that's quite good fun.
In-Fisherman Bass Hunter 64	Take 2	1-2 ● ● ● ●	33	84%	Oddly compelling fishing sim, but not for everyone.
ISS 64	Konami	1-4 ● ● ● ●	3	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4 ● ● ● ●	18	95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4 ● ● ● ●	6	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4 ● ● ● ●	8	60%	Another J-League game with comedy players.
J-League Perfect Striker 2	Konami	1-4 ● ● ● ●	31	88%	Japanese ISS update that offers very few new features.
Jeopardy!	Take 2	1-3 ● ● ● ●	14	30%	Pathetic attempt to bring an American game show to N64.
Jet Force Gemini	Rare	1-4 ● ● ● ●	33	91%	Huge all-action adventure game.
John Madden 64	EA Sports	1-4 ● ● ● ●	8	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4 ● ● ● ●	29	70%	Not very impressive baseball game.
Killer Instinct Gold	Nintendo	1-2 ● ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4 ● ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
Knockout Kings 2000	EA Sports	1-2 ● ● ● ●	33	90%	Highly playable boxing sim featuring genuine fighting legends.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ● ●	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1 ● ● ● ●	28	82%	Tough mix of platformer and puzzle game.
Lego Racers	Lego	1-4 ● ● ● ●	34	76%	Simple, kid-oriented racer with customisable cars.

## TEST OF TIME



Issue 31 is dragged forth in chains, pleading for its life. "Please

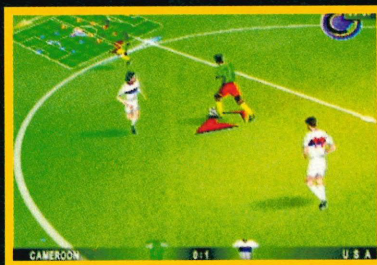
don't cut off my scores!" it begs. The Arbiter strokes his chin and ponders the magazine's request – do these three games deserve to live, or be coldly hacked down?



### TONIC TROUBLE

Ubo Soft • £49.99 • Original Rating: 87%

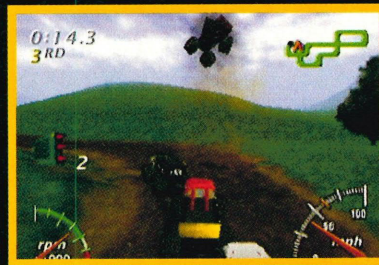
We thought it odd at the time that Ubi Soft was planning to release two very similar games (this and *Rayman 2*) within a month of each other. Unluckily for Tonic's legless hero Ed, *Rayman 2* is by far the better game of the pair. **77%**



### MICHAEL OWEN'S WLS 2000

THQ • £44.99 • Original Rating: 91%

In our opinion, the only footie game that seriously challenges the mighty *ISS '98*. *ISS* still gets played more often in the office, but in all honesty *Michael Owen's WLS 2000* provides just as much entertainment. **90%**



### MONSTER TRUCK MADNESS

Take 2 • £39.99 • Original Rating: 70%

Too hard to control, annoying and unrealistic physics and CPU opponents that cheat outrageously – even if you're the kind of white trash who likes monster trucks, you still won't like this! **54%**

Game Name	Company	Icons	Issue	Score	Comment
Let's Smash	Hudson	1-4 ●	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ●	7	70%	Run-of-the-mill medieval fighter.
Madden '99	EA Sports	1-4 ● ●	31	80%	Decent American football game that's a bit behind the times.
Magical Tetris Challenge	Capcom	1-2 ●	24	65%	Tetris with Mickey Mouse. Stunning. (Note the sarcasm.)
Mario Golf	Nintendo	4 ● ●	29	88%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4 ● ●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ●	24	80%	Fun but simple multiplayer party game.
Michael Owen's WLS 2000	THQ	4 ● ●	31	90%	Excellent football game with hi-res graphics as standard.
Micro Machines 64 Turbo	Codemasters	1-8 ● ●	23	90%	Superb eight-player (yes, eight) party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ●	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Milo's Astro Lanes	Interplay	1-4 ● ●	33	73%	Oddball bowling game set on alien planets.
Mischief Makers	Nintendo	1 ● ●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1 ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Monster Truck Madness	Take 2	1-4 ● ●	31	54%	Crap physics and bugs let down a potentially good racing game.
Mortal Kombat 4	GT Interactive	1-2 ● ●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ●	29	85%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4 ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Jam 2000	Acclaim	1-4 ● ●	35	84%	One of the best N64 basketball games.
NBA Live 2000	EA Sports	1-4 ● ●	36	78%	Ordinary basketball game with a few nice gimmicks.
NBA Live '99	EA Sports	1-4 ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ●	27	59%	Highly disappointing basketball title.
NFL Blitz	GT Interactive	1-2 ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ●	21	89%	Updated and improved version of NFL QBC '98.
NHL Quarterback Club 2000	Acclaim	1-4 ● ● ●	34	90%	The best American football game you can buy.
NHL '99	EA Sports	1-4 ● ●	20	88%	The best ice hockey game on the market.

## 64 TOP

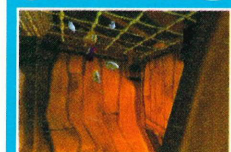
### ADVENTURE GAMES



- 1 Zelda 96%
- 2 Resident Evil 2 94%
- 3 Silicon Valley 87%
- 4 Castlevania 85%
- 5 Hybrid Heaven 81%

## 64 TOP

### PLATFORM GAMES



- 1 Rayman 2 94%
- 2 Donkey Kong 64 93%
- 3 Super Mario 64 92%
- 4 Rocket: Robot On Wheels 91%
- 5 Shadow Man 90%

## BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

### Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.



### Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

### 4 Meg Memory Card

DATEL • £29.99

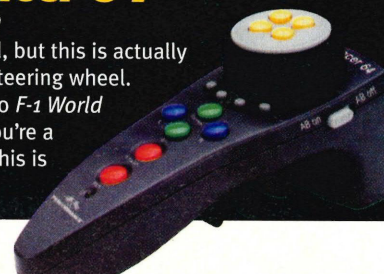
Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



### Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to *F-1 World Grand Prix*, so if you're a Formula 1 addict, this is the one for you!



## 64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 Micro Machines Turbo 64 90%
- 3 F-Zero X 90%
- 4 F-1 World Grand Prix II 90%
- 5 Roadsters 87%

## 64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 ISS 64 93%
- 3 Michael Owen's WLS2K 90%
- 4 NFL QBC 2000 90%
- 5 Knockout Kings 2000 90%

Game Name	Company	Icons	Issue	Score	Comment
NHL Breakaway '98	Acclaim	1-4 ● ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ● ● ● ●	24	55%	Dog-rough attempt at a horror game.
Nuclear Strike 64	THQ	1 ● ● ● ●	36	83%	Slightly dated, but still exciting, helicopter blast.
Off-Road Challenge	GT Interactive	1-2 ● ● ● ●	17	27%	Based on Cruis'n USA, and nearly as bad!
Ogre Battle 64	Nintendo	1 ● ● ● ●	31	77%	Intriguing strategy/RPG scuppered by reams of Japanese text.
Olympic Hockey '98	GT Interactive	1-4 ● ● ● ●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Paperboy	Midway	1 ● ● ● ●	34	41%	Horribly ill-conceived attempt to update a classic arcade game.
Penny Racers	THQ	1-4 ● ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1 ● ● ● ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pokémon Snap	Nintendo	1 ● ● ● ●	32	88%	Strange but compelling photo-safari game.
Pocket Monsters Stadium	Nintendo	1-4 ● ● ● ●	19	46%	Cute but dull fantasy animal fighter, intended for young kids.
Premier Manager 64	Gremlin	4 ● ● ● ●	29	85%	Surprisingly engrossing footy management sim.
Puyo Puyo Sun 64	Compile	1-2 ● ● ● ●	8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4 ● ● ● ●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2 ● ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ● ●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rainbow Six	Take 2	1-2 ● ● ● ●	34	92%	Excellent, complex and tactical first-person shooter.
Rakuga Kids	Konami	1-2 ● ● ● ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ● ●	26	25%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ● ●	13	38%	Boring conversion of a dull old arcade game.
Rayman 2: The Great Escape	Ubi Soft	1 ● ● ● ●	33	94%	Graphically gorgeous platform game with a lot of challenge.
Ready 2 Rumble	Midway	1-2 ● ● ● ●	34	75%	Unsuccessful N64 port of the much better Dreamcast game.
Resident Evil 2	Virgin/Capcom	1 ● ● ● ●	35	94%	Fantastic (and gory) zombie-filled adventure.
ReVolt	Acclaim	1-4 ● ● ● ●	30	80%	Genuinely enjoyable radio-controlled car racer.
Road Rash 64	THQ	1-4 ● ● ● ●	34	79%	Looks hideous, but plays surprisingly well.
Roadsters	Titus	1-4 ● ● ● ●	33	86%	Crisply-drawn and fun, if unoriginal, sports car racing game.
Robotron 64	GT Interactive	1-2 ● ● ● ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rocket: Robot On Wheels	Ubi Soft	1 ● ● ● ●	34	91%	Weird platform adventure with realistic physics.
Rugrats Treasure Hunt	THQ	1-4 ● ● ● ●	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ● ●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ● ● ● ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	90%	Huge, engrossing and tough adult-themed adventure.

## 64 MAG'S MOST WANTED



### PERFECT DARK

Next issue next issue next issue next issue next issue next issue next issue next issue next issue next issue next issue – please!



### ZELDA: THE CONTINUING SAGA

The sequel to some game or other starring a pixie, something like that. There's a slight possibility you may have heard of it.



### ISS MILLENNIUM

Back to May, god damn it! The hassles of translating the Career mode into English have caused major delays. Still, we have no doubts it'll be well worth the wait.



### BANJO-TOOIE

At last, we'll finally be able to completely finish the original *Banjo-Kazooie*! Still no firm release date, but at the moment it's expected to appear sometime this summer – can't wait!



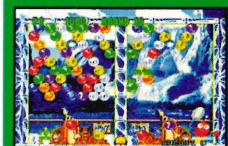
### RESIDENT EVIL ZERO

It's admittedly only a rumour at the time of writing, but a strong one nevertheless. Think how good *Resident Evil 2* was, then imagine it with more action and more gore!

Game Name	Company	🐣	📺	👤	🇬🇧	Issue	Score	Comment
Shadows Of The Empire	Nintendo	1	●			1	58%	Duff Star Wars tie-in made up of (mostly dodgy) sub-games.
Sim City 2000	Imagineer	1	●			12	60%	Japanese text-filled version of the old PC game.
Snowboard Kids	THE Games	1-4	●	●	●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4	●			26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4	●	●	●	23	64%	Illy fast-buck licence based on the Turok 2 game engine.
South Park Rally	Acclaim	1-4	●	●	●	35	73%	Ingenious, but poorly-done, twist on a standard racing theme.
Space Station: Silicon Valley	Take 2	1	●			20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1		●		25	42%	Nasty Banjo-Kazooie type game; jerky and totally annoying.
Star Soldier: Vanishing Earth	Hudson	1	●			17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.
Star Wars: Rogue Squadron	Nintendo	1	●	●	●	23	90%	Superb Star Wars combat game, but can get rather repetitive.
Star Wars: Episode 1 Racer	Nintendo	2	●	●	●	28	82%	Very fast, but too easy to provide long-term excitement.
Supercross 2000	EA Sports	1-2	●	●	●	35	62%	Turgid dirtbike racer let down by dog-slow control system.
Superman	THE Games	1-4	●	●	●	30	14%	Truly appalling game with no playability at all.
Super Mario 64	Nintendo	1			●	1	92%	The first, and still a great, N64 game.
Super Robot Spirits	Banpresto	1-2	●			20	49%	Useless giant robot fighter.
Super Smash Brothers	Nintendo	1-4			●	24	87%	Mario and friends hit each other. Top four-player fun.
Tamagotchi World	Bandai	1-4				11	66%	Japanese board game based on Tamagotchis.
Tetrisphere	Nintendo	1-2			●	10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.
TGR 2	Kemco	1-4	●	●	●	36	76%	Unexciting and frustrating rally racer.
The New Tetris	Nintendo	1-4	●		●	32	80%	Yet another Tetris update, this time with a four-player mode.
Tonic Trouble	Ubi Soft	1	●	●	●	31	77%	Amusing platformer that's somewhat on the easy side.
Top Gear Overdrive	THE Games	1-4		●	●	22	65%	Lame follow-up to the much better Top Gear Rally.
Top Gear Rally	THE Games	1-2	●	●	●	7	80%	Good racing game with excellent car handling.
Toy Story 2	Activision	1	●	●	●	36	82%	Decent film conversion adventure.
Turok 2: Seeds Of Evil	Acclaim	1-4	●	●	●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	●		●	1	70%	First in the series, plagued by fogging and annoying platform bits.
Turok: Rage Wars	Acclaim	1-4	●	●	●	33	90%	Excellent deathmatch blaster with very tough bot opponents.
Twisted Edge Snowboarding	THE Games	1-2	●	●	●	22	70%	Good-looking game let down by duff controls.
V-Rally '99	Infogrames	1-2	●		●	21	69%	Poor conversion of a good PlayStation game.
Vigilante 8	Activision	1-4	●	●	●	25	85%	Aggressive car-based battle game set in the Seventies.
Vigilante 8: Second Offense	Activision	1-4	●	●	●	36	93%	Gun-toting, wheel-spinning sequel.
Virtual Chess	Titus	1-2	●		●	19	65%	It's a lot cheaper just to buy a chess set!
Virtual Pool 64	Interplay	1-4	●		●	24	84%	Nearly as good as playing the real thing!
Waialae Country Club	Nintendo	1-4			●	18	15%	Another dreadful golf game.
War Gods	GT Interactive	1-2			●	6	40%	Completely stupid fighter with crap characters.
Wave Race 64	Nintendo	1-2	●		●	1	83%	Excellent jet-ski game, but a sloppy PAL conversion lets it down.
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4	●		●	5	78%	Good for its time, but now superseded.
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4	●		●	10	78%	Update of the above, but no longer the best around.
WCW Vs NWO World Tour	THQ	1-4	●	●	●	9	83%	Good multiplayer game, outdone by WWF Warzone.
WCW Vs NWO Revenge	THQ	1-4		●	●	20	85%	Update of WCW Vs NWO World Tour; slightly better.
WCW Nitro	THQ	1-4	●	●		31	24%	Ghastly wrestling game that thankfully won't appear in the UK.
Wetrix	Ocean	1-2	●		●	16	85%	Fantastic water-based puzzle game.
Wheel Of Fortune	Gametek	1-3		●		10	30%	Pathetic, Jenny Powell-free US version.
WinBack	Koei	1-4	●	●		34	88%	Almost an N64 Metal Gear Solid, but slightly flawed.
Wipeout 64	Midway	1-4	●	●	●	21	80%	Exciting future racer, but struggles with more than two players.
World Cup '98	EA Sports	1-4	●		●	14	86%	Yet another update of FIFA.
World Driver Championship	Midway	2	●	●	●	29	77%	Disappointing racer that lacks thrills.
World Soccer 3	Konami	1-4	●			9	86%	Japanese version of ISS 64.
Worms: Armageddon	Infogrames	1-4			●	33	94%	Simple but fantastically playable invertebrate combat.
WCW Mayhem	EA	1-4	●	●	●	34	74%	Feeble crack at a wrestling game.
WWF Attitude	Acclaim	1-4	●	●	●	30	87%	Takes Warzone's place as the best wrestling game.
WWF Warzone	Acclaim	1-4	●	●	●	17	86%	Decent wrestler, now superseded by WWF Attitude.
WWF Wrestlemania 2000	THQ	1-4	●	●	●	34	93%	The N64's best wrestling game bar none!
XG2	Acclaim	1-4	●	●	●	20	70%	Sequel to Extreme G, but nowhere near as playable.
Xena: Warrior Princess	Titus	1-4		●	●	34	85%	Fast and enjoyable mythological beat-'em-up.
Yoshi's Story	Nintendo	1	●		●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.

## 64 TOP

### PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

## 64 TOP

### STRATEGY/SIMULATION GAMES



- 1 Command & Conquer 90%
- 2 Premier Manager 64 85%
- 3 Blast Corps 80%
- 4 Ogre Battle 64 77%
- 5 Pilotwings 76%

## 64 TOP

### BAD GAMES



- 1 Carmageddon 4%
- 2 Clayfighter 8%
- 3 The Glory Of St Andrews 10%
- 4 Superman 14%
- 5 Waialae Country Club 15%

# Perfect Dark

Issue 38. 23 March. Need we say more?



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Simon & Andrew@Rare, Jon@Konami, Doug@1-Up,  
Mark@Bastion, Steve@EA... and a special farewell  
'cheers' to Shelly and all the other under-  
appreciated bods@THE, who despite almost zero  
help from Nintendo still get the job done!

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this, I did it myyyyy waaaaaay!

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Dead Pool: The Dead Pool!

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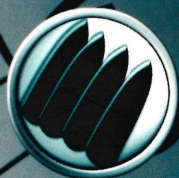
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